

SONY PLAYSTATION • SEGA SATURN • NINTENDO 64 • NEO GEO • M2 • SNES • GENESIS • ARCADE

GAMEFAN

NEXT GI

VIDEO GAME MAGAZINE

VOLUME 5 ISSUE 7
JULY 1997

INSIDE THIS ISSUE!

TIME CRISIS
ACE COMBAT 2
BLASTO
SKULL MONKEYS
FORMULA 1 '97
TOP GEAR RALLY
LOST WORLD
ARMORED CORE
CROC
CRASH 2

SATURN EXCLUSIVES!
WIPEOUT 2097
RESIDENT EVIL



FIRST HANDS-ON
PREVIEW!
APOCALYPSE
STARRING BRUCE
WILLIS

07 >



\$5.95 US • \$7.95 CANADA

CRYSTAL DYNAMICS'
POWER DUO!!

GEX
ENTER THE GECKO

AND PANDEMOMIUM 2
SERIOUS SEQUELS!!



FIRST PICS: TOMB RAIDER 2
PLUS: GAMEFAN TALKS TO THE CREATORS OF BATMAN & ROBIN,
FINAL FANTASY VII, SPAWN AND NUCLEAR STRIKE!!



An original PlayStation™ game starring Bruce Willis as your virtual partner.

ACTIVISION IS A REGISTERED TRADEMARK AND APOLCALYPSE IS A TRADEMARK OF ACTIVISION, INC. © 1997 ACTIVISION, INC. LICENSED BY SONY COMPUTER ENTERTAINMENT AMERICA, FOR USE WITH THE PLAYSTATION GAME CONSOLE. PLAYSTATION AND THE PLAYSTATION LOGOS ARE TRADEMARKS OF SONY COMPUTER ENTERTAINMENT, INC. ALL RIGHTS RESERVED. ALL OTHER TRADEMARKS AND TRADE NAMES ARE THE PROPERTIES OF THEIR RESPECTIVE OWNERS.

ACTIVISION

T h o u s h a l t k i l l

TO CONQUER...UNTIL THE END OF THE W

APOCALYPSE™

The end begins this Fall.

Ed Zone



Team GameFan

Editor in Chief &
Creative Director

Dave Halverson

Managing Editor

Greg Rau

Art Director

Gary Harrod

Senior Producer

Bruce Stockert

Senior Editor

Dan Jevens

Asst. Producer

Gregory Han

Editors

David Hodgson

Nick Des Barres

Michael Hobbs

Mike Griffin

Eric Patterson

GF Sports Editor

Rustin Lee

Editor/Web Director

Ryan Lockhart

Production Assistant

Andrew Cockburn

Japanese

Correspondent

Jun Sakai

London Bureau

Simon Clays

Paul Davies

Marketing Coordinator

Melissa Seltzer

Prepress Manager

Johnny Brackett

For advertising inquiries only:

Brian Olshevsky

(818) 706-3269 Fax: (818) 706-3367

E-Mail: bolshev@metropolismedia.com

AUDIT BUREAU OF CIRCULATIONS

ABC AUDIT & MEMBERSHIP APPLIED FOR

BPA INTERNATIONAL

BPA AUDIT & MEMBERSHIP APPLIED FOR

ISSN# 1092-7212

ALL GAMES, GAME TITLES, CHARACTERS AND RELATED INFORMATION ARE THE PROPERTY OF THEIR RESPECTIVE COPYRIGHT OWNERS AND TRADEMARKS OF THEIR RESPECTIVE COMPANIES. METROPOLIS PUBLISHING MAY NOT BE HELD RESPONSIBLE FOR ANY ERRORS OR OMISSIONS IN THIS PUBLICATION. ENTIRE CONTENT © METROPOLIS PUBLISHING. ALL RIGHTS RESERVED. REPRODUCTION IN WHOLE OR IN PART, WHETHER BY MICROFILM, XEROX OR OTHER MEANS, IS PROHIBITED. ALL SECTION TITLES, CHARACTERS AND RELATED INFO CONTAINED WITHIN THIS PUBLICATION ARE Copyright and Trademarks Their Sale is Prohibited.

Recently, we had cause to dust off our extensive 16-bit archive. Prompted by our "Games That Need Sequels" feature on page 20. What began as a brief interlude quickly became an exercise in gameplay comparison. Days were spent playing nothing but 16 bit classics. Within hours, the visual boundaries melted away, and gameplay took center stage. We were forced to deal with complex patterns and timing situations, elaborate level design and formidable bosses that took forever to defeat.

We came away with the conclusion that while hardware has evolved greatly in a relatively short amount of time, game design, for the most part, has not. And also, that today's games are a lot more forgiving. Are designers and programmers wrestling so hard jamming in maximum polygons and cinemas that they're beginning to overlook the basic principles that parked us behind home consoles in the first place?

There are some cases where relative game play exists, Tomb Raider and SM64, for instance, showcased stunning 3D play mechanics. But for the most part it seems that the genres which have benefited most from the 32/64 bit explosion have been Fighters, Sports, and RPGs. Being that the basic premise of each can only evolve so far, added graphics and AI have been enough to vault them into next gen status, but in the case of the platformer, adventure and action RPG categories, graphic overhauls have not been met with sorely needed gameplay innovations.

"graphic over hauls have not been met with sorely needed game-play innovations."

So, will the upcoming E3 mark the beginning of 3D supremacy, the continuing resurgence of 2D, or a healthy coalition of both?

A glance at some of this year's main attractions certainly lends itself to the 3rd scenario. Gex 2, Tomb Raider 2, Crash 2, Spawn, Blasto, Croc, Sonic, Dracula 3D, Goemon 5, and MegaMan Neo are just some of this year's formidable

crop of big budget 3D games, but the 2D category will have strong representation as well, with such gems as Castlevania Symphony of the Night, SkullMonkeys, Yuke Yuke Trouble makers, MegaMan X4, Yoshi's Island 64 and hopefully Silhouette Mirage.

If somehow the 2D games can manage to entice today's gamers as much as 3D ones do, and 3D games exhibit the clever design of those 2D classics, well, then, I guess it'll be one helluva year. Join us next month for a complete run down of the Electronic Entertainment Expo.

Metropolis Staff

Chief Executive Officer

David Bergstein

Vice President/General Manager

Patricia Freitas

Senior VP/Group Publisher

David Lutze

Vice President of Circulation

Richard Marzella

VP/Group Publisher/Gaming

David Lutze

Associate Publisher

Brian Olshevsky

Director of Corporate Communications

Aaron M. Heier

Director of Human Resources

Conrad S. Frankowski

Director of Production

Patty Harris

Production Manager

David Lutze

Director of Corporate Marketing

Melissa Lilly

Advertising Executive

Julie Segal

General Counsel

Michael Smarinsky

Assistant to the CEO

Frymi Biedak

Retail Distribution

Irwin Billman

Ralph Perrine COO

Creative Services

David White

Office Manager

Elaine Schings

Secretary

Christine Epley

A METROPOLIS PUBLICATION

GameFan (ISSN# 1092-7212) Volume 5
Issue 7 July 1997. Published monthly
by Metropolis Publications, Inc., 5670
Wishire Boulevard, Suite 1240, Los
Angeles, California 90036. One Year
subscription (12 issues) is \$24.99.
Foreign and Canadian add \$10 per year.
Please allow 4-6 weeks for delivery. Please
allow 60 days for your first issue.
Periodical Postage Rates Paid at Los
Angeles, CA and at additional mailing
offices. POSTMASTER: Send change
of address form to: GameFan, P.O. Box
459084, Escondido, CA 92045-9084

MADE IN THE USA



**Evil Never Sleeps.
And Now Neither Will You.**

Ogre Battle

Limited Edition

Available Exclusively
For The PlayStation®
Game Console



UNIQUE FEATURES

- COMMAND 75 DIFFERENT TYPES OF CHARACTERS!
- 13 POSSIBLE ENDINGS ENHANCE REPLAY VALUE.
- NON-LINEAR GAMEPLAY.
- HAVE THE OPPORTUNITY TO BE EITHER GOOD, NEUTRAL OR EVIL!
- THIS LIMITED EDITION TAKES OGRE BATTLE TO A WHOLE NEW LEVEL OF 32 BIT GAMEPLAY!

"One of the All-time great Strategy/RPG's"
(PSExtreme)

"...Ogre Battle has Solid Seller emblazoned on it."
(Video Game Advisor—April, 1997)

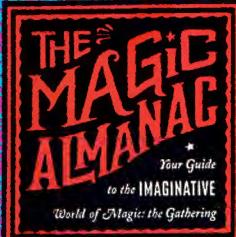


ATLUS

Come visit us on the world wide web at www.atlus.com

© Atlus Corp., LTD. Ogre Battle™ Episode 5 March of the Black Queen is a Trademark of Quest © 1993. Aridink © 1996. Published by Atlus Corp., LTD. 1997. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment, Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Call 1-800-771-3772 for Game Rating Information.



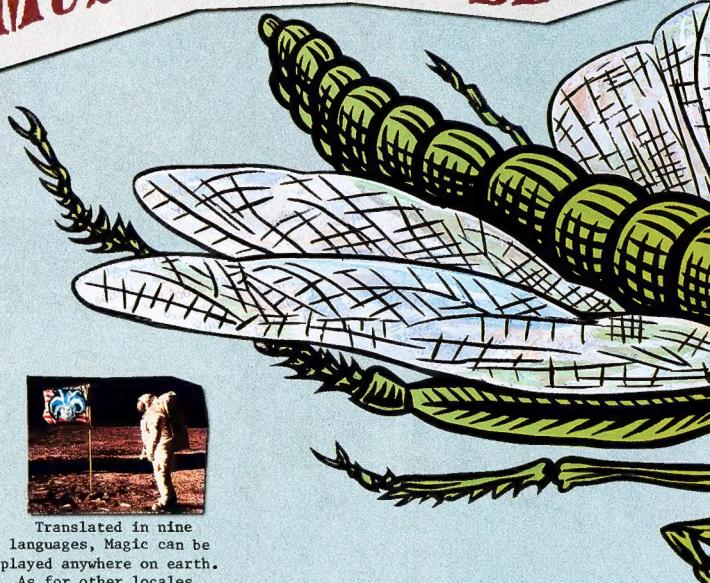


Everything you need to play fits into this handy compartment.

fig. 1a
THE POWER STRUCTURE



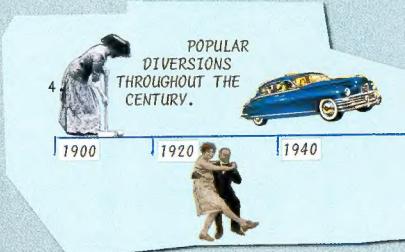
IT CAN TRANSPORT YOU
TO FUEL YOUR COMPETITION
AND STIMULATE THAT MUSHY THING BETWEEN



Translated in nine languages, Magic can be played anywhere on earth. As for other locales, we're working on it.



Imagine, a game that relies on social interaction and brain power. What a novel idea!



D MYSTICAL LANDS,
TITIVE DRIVE
ETEN NEGLECTED
EN YOUR EARS.



To flee the monotony of everyday life, Magic is a wise alternative to the street luge.



On the \$1,000,000 Magic Pro Tour, winners walk away with big bucks. And a trail of adoring fans in tow.



Collectability is yet another fun aspect of Magic. Certain rare cards may fetch \$500 on the open market.



With Magic: The Gathering, it's brains over brawn.



Each Magic card features artwork so vivid, you may actually feel its power. This is not always a good thing.



Magic gets its power from a simple deck of cards. And another often neglected source: your brain.

ENTER HERE



Looking for some mind candy? All you need is a deck of Magic cards, a worthy opponent and a functioning cerebrum. Unleash your intellectual insect! Sprout wings! Fly! Be free!

Contents



Gex: Enter the Gecko 30

CROC pg. 36



**Cover: Gex:
Enter the Gecko
and Pandemonium 2** 30

EDITORIAL ZONE 2

MOST WANTED/TOP TEN 8

HOCUS POCUS 10

VIEWPOINTS 14

DNN 18

COVER STORY 30

PLAYSTATION NATION 36

NINTENDO 64 THEATER 72

SATURN SECTOR 78

GAMEFAN SPORTS 86

JAPAN NOW 95

QUARTER CRUNCHERS 101

ANIME FAN 102

POSTMEISTER 104

OTHER STUFF 106

CRASH 2 pg. 48



ACE COMBAT 2 pg. 38



APOCALYPSE pg. 63



ACE COMBAT 2	pg. 38
APOCALYPSE	pg. 63
ARMAGEDDON	pg. 101
ARMORED CORE	pg. 46
ARMY MEN	pg. 67
AZEL: PANZER DRAGOON RPG	pg. 55
BATMAN & ROBIN	pg. 61
BLASTO	pg. 55
CAROM SHOT	pg. 65
CART: INDY CAR WORLD SERIES	pg. 87
CLAYFIGHTER 63 1/3	pg. 72
CLICK TOWER	pg. 68
COLUDIVER	pg. 65
COLONY WARS	pg. 65
COOLBOARDERS 2	pg. 87
COURIER CRISIS	pg. 67
CRASH 2	pg. 48
CROC	pg. 36
DEAD COLLECTION	pg. 51
DEEP SEA ADVENTURE	pg. 95
EXTREME G	pg. 76
FORSAKEN	pg. 50
G-POLICE	pg. 64
GAMERA 2000	pg. 100
GRAN TURISMO RACING	pg. 59
HARDCORE 4X4 2	pg. 80
HERC'S ADVENTURE	pg. 80
INT. SUPERSTAR SOCCER	pg. 90
LAMBORGHINI 64	pg. 73
LOST WORLD (PS)	pg. 49
LOST WORLD (SAT)	pg. 81
MICHAEL JACKSON: THE MICHAEL JACKSON HUNTER	pg. 84
MARVEL SUPER HEROES	pg. 54
MDK	pg. 68
MOTOR MASH	pg. 68



Pandemonium 2 34

NAMCO VOLUME 1	pg. 56
NFL GAMEDAY '98	pg. 89
NHL QUARTERBACK CLUB '98	pg. 92
NHL BREAKAWAY '98	pg. 87
NHL FACE OFF '98	pg. 88
NHL POWER PLAY '98	pg. 22
NUCLEAR STRIKE	pg. 44
ONE	pg. 65
OVERBOARD	pg. 99
PANTHER BANDIT	pg. 57
PITFALL	pg. 66
POY POY	pg. 99
PSYBAKED	pg. 78
RABBIT	pg. 65
RESIDENT EVIL (SAT)	pg. 62
RETURN FIRE 2	pg. 58
RUNABOUT	pg. 59
SF COLLECTION	pg. 24
SHADOW MASTER	pg. 70
SHINING THE HOLY ARK	pg. 40
SKULL MONKEYS!	pg. 64
SPAWN	pg. 66
SWAGMAN	pg. 42
TIME CRISIS	pg. 40
TOMB RAIDER 2	pg. 64
TOP GEAR RALLY	pg. 74
TREASURES OF THE DEEP	pg. 69
UP TO NO GOOD	pg. 69
WILLY WOMBAT	pg. 93
WORLD SERIES BASEBALL '98	pg. 93

COVER ILLUSTRATION BY CRYSTAL DYNAMICS

Gex and *Pandemonium* name, character likeness and stylized logo are ™ and property of Crystal Dynamics © 1997.

ALBERT ODYSSEY

LEGEND OF ELDEAN

TM



In A World Borne Of Enchantment,
There Exist Only One Rule:
Expect The Impossible.



This official seal is your assurance that this product meets the highest quality standards for compatibility with the SEGA Saturn™ System. Use this seal to be sure that they are compatible with the SEGA Saturn™ System.



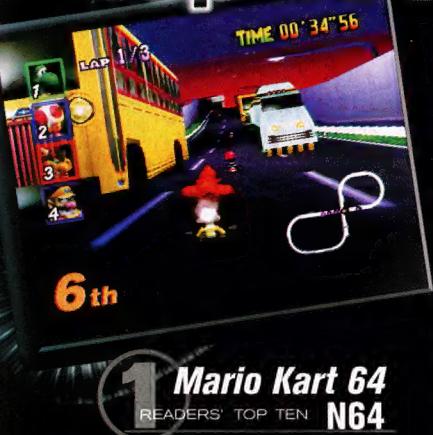
SEGA SATURN™



SEGA AND SEGA SATURN ARE TRADEMARKS OF SEGA ENTERPRISES LTD. ALL RIGHTS RESERVED. Albert Odyssey™ is a trademark of Sun Corporation Inc., licensed by Working Designs. Original Game © Sunsoft 1996. English Translation © Working Designs 1997. A blade, A boy, A bitchin' quest. For a detail near you, call (916) 243-3417. Call 1-800-771-3772 for information on Sega's Rewards.

Top 10 Most Wanted

FOR THE WEEK ENDING 5/30/97



1 Mario Kart 64 READERS' TOP TEN N64

READERS' TOP TEN

1. Mario Kart 64 - N64
2. Tomb Raider - PS
3. Turok - N64
4. Resident Evil - PS
5. Super Mario 64 - N64
6. SoulBlade - PS
7. Suikoden - PS
8. Jet Moto - PS
9. Tekken 3 - PS
10. Wave Race - N64

READERS' MOST WANTED

1. Tomb Raider 2 - PS
2. Resident Evil 2 - PS
3. Final Fantasy VII - PS
4. Zelda 64 - N64
5. StarFox 64 - N64



6. Crash 2 - PS
7. Duke Nukem - SS
8. Tekken 3 - PS
9. Quake - SS
10. Lost World - PS

GAMEFAN EDITOR'S TOP TEN



1. Wild Arms - PS
2. Castlevania X - PS
3. Runabout - PS
4. Alundra - PS
5. Swagman - PS
6. MegaMan 8 - PS
7. StarFox 64 - N64
8. VMX Racing - PS
9. Shining the Holy Ark - Saturn
10. Dynamite Headdy - Gen



1. GL Quake - PC w/3DFX
2. Broken Helix - PS
3. StarFox 64 - N64
4. Time Crisis - PS
5. MSH - Saturn
6. Fighters Megamix - Saturn
7. Shadow Warrior - PC
8. Street Fighter III - Arcade
9. Henry - Tamagotchi
10. Ghosts 'n Goblins - Arcade



1. Tekken 3 - Arcade
2. Parappa the Rapper - PS
3. Toba! 2 - PS
4. Ace Combat 2 - PS
5. Stun Runner - Arcade
6. Super Mario Kart - SNES
7. StarFox 64 - N64
8. Tail of the Sun - PS
9. Blood - PC
10. 3D Monster Maze - ZX81*



1. Shining the Holy Ark - Saturn
2. Shining in the Darkness - Gen
3. Shining Force - Sega CD
4. Sega Rally Netlink - Saturn
5. Virtual On Netlink - Saturn
6. Gamera 2000 - PS
7. Toba! 2 - PS
8. Pay Poy - PS
9. Guardian Heroes - Saturn
10. Phantasy Star - SMS



1. Toba! 2 - PS
2. Rally Cross - PS
3. Mario Kart 64 - N64
4. Warcraft II - Mac
5. Pay Poy - PS
6. Ace Combat 2 - PS
7. Jet Moto - PS
8. CoolBoarders - PS
9. Rage Racer - PS
10. Blast Corps - N64



1. Wild Arms - PS
2. Fighters Megamix - Saturn
3. Rage Racer - PS
4. StarFox 64 - N64
5. Virtual On Netlink - Saturn
6. Toba! 2 - PS
7. Megaman X4 - Saturn
8. Sonic Jam - Saturn
9. Pay Poy - PS
10. Gaires - Gen

WIN

THE GAME SYSTEM OF YOUR CHOICE! ENTER TODAY!

All you have to do is enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to: GAMEFAN TOP TEN, 1517 Carlton Dr., Suite 210 Agoura Hills, CA 91301

First Prize: Your choice of a 32X, VIRTUAL BOY, or N64.

Second Prize: Your choice of one of the picks of the Month in Viewpoint.

Third Prize: A FREE copy of GameFan! The best magazine in the universe!

Congratulations to last month's winners:

First Prize: Second Prize: Third Prize:
Don Mooney Kinchang Lee, Dossin Arias,
Simi Valley, CA Pasco Robles, CA San Fran, CA

Drawing is limited to One (1) entry per person per month. Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page. For a complete list of rules and regulations write: Gamefan Top Ten with self addressed & stamped envelope.

DEVELOPER'S TOP TEN

1. Quake Deathmatch - PC

"Find your friends and not get arrested!"

2. Duke Nukem 3D - PC

"Hell to the King, baby!"

3. Manic Miner - ZX Spectrum*

"Pixel-perfect gameplay."

4. Tekken 2 - PS

"Realistic combat and superb gameplay."

5. Gunstar Heroes - Genesis

"Excellent, engaging game design."

6. Defender - Arcade

"The King of Cool games."

7. International Karate+ - Amiga

"The Granddaddy of the beat-'em-up!"

8. Mega Bomberman - Genesis

"Pure gameplay."

9. Night Trap - Sega CD

"Total B-Movie cheese!"

10. Jet-Pac - ZX Spectrum*

"Hard to believe they used to produce games that were only 16k in size!"

This Month's Guest:

Kev Shaw
Press & PR Manager, Eutechnyx(UK)

GOOSIE WAS GIBBED BY QB-GIBRALTAR'S F
GLUCKSPILZLIE WAS GIBBED BY QB-GIBRALT
RICKIE SWIFT WAS GIBBED BY QB-GIBRALTAR'S RC



Photo by Jim H. S. Spectrum

*A considerably morose spin-off like the Gnostics (GA) Action Games' series of games.

and graphics (as well as its sound), but some of the greatest games ever made. One of the first titles on the market, it was also the first ZX machine (1982).

The machine had a 1MHz processor and display in black and white!

Respect to Kev for his old school choices!

Sweet Dreams.

In the nightmarish world of the Swagman, members of the Dreamflight are being held captive. The twins Zack and Hannah need your help to make the night safe again for happy dreams.

Explore the eerie house of the real world and learn the bizarre secrets of the dream world with Zack and Hannah in 6 massive levels of adventure with 16 graphically intense 3-D settings.

"Swagman is eye-popping!"

-GameFan

"Swagman's dream-like graphics and involving gameplay will capture the player's imagination!"

-PS Extreme



CORE

SwagMan

EIDOS

INTERACTIVE
www.eidosinteractive.com

SWAGMAN, CORE and Eidos Interactive are trademarks of EIDOS, PLC. © 1997 EIDOS. The ratings icon is a trademark of the Interactive Digital Software Association. Eidos Interactive, 303 Sacramento St., San Francisco, CA 94101. For Swagman hints and tips: CALL 1-900-77EIDOS \$.95 per minute / must have touchtone phone. If under 18, must have parent's permission.

Hocus Pocus

HOCUS POCUS DESIGN BY REBUBS, WITH AWESOME ART BY THE WEB DUDES

ENTER THE GAMEFAN
HOCUS POCUS GIVEAWAY!

GRAND PRIZE:
A GXTV
FIRST PRIZE:
A SEGA NOMAD
SECOND PRIZE:
VIEWPOINT
GAME OF YOUR
CHOICE
THIRD PRIZE:
1-YEAR
SUBSCRIPTION
TO GAMEFAN



GXTV is the world's first video game TV with hyper-amplified sound and graphics. Enhance the thrill of gaming with adjustable speaker doors, stereo surround sound and a 15 watt sub woofer. Plus, the intense screen graphics will make you feel like your head's right inside the game. GXTV is also a 181-channel, 13" stereo TV with two A/V inputs, stereo headphone jack, backlit remote control and tilt/swivel stand. So whatcha waitin' for? Send in those codes and maybe you can win one of these GXTVs for yourself!

CONGRATULATIONS TO THIS MONTH'S WINNERS!

The mighty Monitaire seeks the finest cheats, secrets and tips known to humanity, and we need them from YOU!! Well look over all the codes you send and award a magnificent Grand Prize every single month! Remember, no cheap codes from previously published US magazines! Winners will be drawn each month and displayed in the only place where cheaters prosper. (Current subscribers who win a subscription will receive a one-year extension.)

SEND YOUR CARDS
AND LETTERS TO:
Hocus Focus
5137 Clareton Drive
Suite 210
Agoura Hills, CA 91301

GRAND PRIZE WINNER:

MIN KIM
SUMMIT, NJ

FIRST PRIZE WINNER:

WILLIAM NAVERRE
CROWLEY, LA

SECOND PRIZE WINNER:

ANGELO SANCHEZ
SAN DIEGO, CA

THIRD PRIZE WINNER:

CHRIS GROSS
MARTINEZ, CA

FIGHTERS MEGAMIX

Extra Options, Mini Game



EXTRA OPTIONS

Hyper mode - Defeat 11 or more opponents in.

Survival mode to unlock Hyper Model!

No Damage - Fight 800 rounds

Play as Chop - After turning on your Saturn 30 times w/FMM, pick Kumachan with X or Z

Play as School Girl Candy - Pick Candy with X or Z

Play as VF1 Siba - Pick Siba with X or Z

F-14 Fly By - Set your background to Vipers B.M., then have both players hold down X as the round begins.

Kumachan Face - Set your background to Vipers B.M., then both players choose Kumachan!

MINI GAME OF PATIENCE

Clear your game data and beat paths A through E in 1P Mode (but not I). Then go to Training Mode and get OKs next to 1200 moves or more. Finally, return to 1P mode and select course I, holding down L. Match the pictures.



DRACULA X

Richter's Lucky Armor!



Once you have properly beaten this incredible game (including the mirror upside down castle), start a new file and enter one of these names.
RICHTER - Play the game as Richter Belmont!
AKEARMOR - You get an 'interesting' suit of armor.
X-X-V'Q - Weak strength, but insane luck!



TOBAL 2

Size 'em up!



When selecting your character press and hold L2 and R2. Then while playing press L2 to shrink your character and R2 to grow. And the frame rate doesn't change!!!
Also beat the game on Easy, Normal or Hard to play as the bosses.
Press and hold ▲, □, ■, or × during the replay to select a win pose.





STARFOX

KNIGHTMARE'S MINI STRATEGY GUIDE



MEDALS

As you can see by the map, each planet has a number in the corner. That's the minimum number of hits you need to score to receive a medal for that planet. Note that you will not be awarded a medal unless ALL of your wingmen are alive at the end of the stage.

YOUR PRIZE
Get a medal on all 15 planets and you will be rewarded with a graphic equalizer on the sound test, tanks in the four player Vs mode, and a more difficult 'Extra' mode of play. Complete the game on the hardest route in Extra mode and you'll be rewarded with characters on foot in the Vs mode!!

RAGE RACER Mirror, Mirror...



After selecting "Race Start," press and hold **L1 + R1 + Select + Start** until the race begins and the track will be mirrored.

Pause the game at any time and press and hold **▲** then **L1** or **R1** to toggle your rear view mirror on and off.



WAR GODS Lotsa Cool Stuff!

CHEAT MENU:

On the screen where it says "Midway presents War Gods," enter this sequence: Right, Right, Right, B, B, A, A. The screen should flash if done correctly. Now under Options there should be a new option: Cheat Menu.

FREE PLAY:

At title screen enter:
Left C, Left C, Right (dpad), A, B, Up C, Right, C

PLAY AS GROK:

At the character select screen press: Down, Right, Left, Left, Up, Down, Right, Up, Left, Left, and choose any character.

PLAY AS EXOR:

At the character select press: Left, Down, Down, Right, Left, Up, Left, Up, Right, Down, and choose any character.

SONIC 3D BLAST Cheat Mode



Are you very bad? Would you like to skip through levels of Sonic 3D Blast all willy nilly? Here's all you have to do. Hold **C** as you press Start for a new game. During the game, pause and press **A** to skip acts, **B** to skip stages, and **C** to go straight to the last level. Press **V** for medals, **X** for extra guys, and **Z** for continues. Shame on you.



MECH WARRIOR 2 Numerous Codes



Enter these codes at the Password screen:
Extra Heat Sinks:
X X O / A 4 > Y +
Jump Jets:
Y X O / A > Y O L
Cruise Throttle:
A X O / A 4 Y Y A
Unlock Missions:
T < X O / A X A < =
Overweight 'Mechs:
O X O / A > > O /
Extra Variance:
T # X O / < A X < <
More Ammo:
T O X O / A X > T U
Invincibility:
X O / A > < U Z
New "Elemental" Chassis:
T / X O / A Z < # *
New "Tarantula" Chassis:
/ X O / A 4 < L Y



UNLEASHED
THIS
SEPTEMBER

JERSEY
DEVIL

A diabolical
product from
malofilm
interactive

VIEWPOINT

Legend
Graphics
Control
Play mechanics
Music
Originality



Lethal Enforcers
PlayStation
Konami
Shooting

E. STORM REUBUS
KNOTNAME SHIDOSHI HAMBLETON GLITCH
EVIL ROX
INSTANCES SHIN ROX
ORION

With Crypt Killers and now *Lethal Enforcers*, Konami is fast earning themselves a reputation for being the purveyors of bad gun games. I remember getting a kick out of the original *LE* coin-op when it first came out, but that was over a decade ago. These days shooting inanimate cardboard cut-outs just doesn't pass muster. Also, no matter what light gun or TV we tried, the game seemed frustratingly inaccurate, running what little fun there was. Wait for *Time Crisis*.

G	C	P	M	O	43
5	4	5	5	4	

Lethal Enforcers just won't go away as we continue to be bombarded with the original *LE* hit (and its spin-off), the old west flavored *LE2*. If these games are the key to some long lost childhood bliss, then by all means check them out; they are arcade perfect. In today's polygonal environment however, the graphics are abysmal and the action close to being stale. I suppose both games do have some merit as fast-paced light gun games, but there is simply so much out there that is so much better. This *LE* collection is for die hard fans only. If you haven't played *LE* yet, don't bother.

G	C	P	M	O	63
6	6	6	6	6	

Who's thought a game where you chuck stuff around could be so much fun? Konami, that's who. There's something deeply primal about bashing the hell out of all your friends with heavy objects. The different-themed arenas are cool, and there's a little strategy in there (emphasis on little). Be forewarned however, like *Bomberman*, the joy of *Poy* can only be appreciated with three other victims, er, friends. Single players need not apply.

G	C	P	M	O	85
8	8	8	7	10	

Who's thought a game with this surreal top down game-play with nifty CG cinematics, hot lighting and both rendered and polygonal graphics. Core's *Swagman* hits the spot if you're in the mood for some haunted house solving, boss killing, and exploration game-play. An inspired moody soundtrack is in tow which lends itself nicely to the surroundings and the game play is engaging and well thought out. Not a next generation breakthrough, but a fun romp indeed.

G	C	P	M	O	87
8	8	8	8	8	

Core takes a turn for the weird with this surreal top down action/adventure. I love the twin world premise (like *NIGHTS* on acid) and the game's special effects laden graphics perfectly complement the game's dark, creepy style. The dual character control (*Last Vikings*-style) is a nice addition to the ZAMM-style pamphlet, while the music and FX are suitably creepy. *Swagman* may just be 16-bit gameplay dressed up in 32-bit clothes, but it's still an absorbing and unique adventure.

G	C	P	M	O	88
8	8	8	8	9	

From the B-Movie kingdom comes *Gamera*. It may be a *Panzer* rip-off all the way but it is one spectacular ride. SEE! Cheesy FMV's like of *Sawer Shark* and *Night Trap*. EXPERIENCE! *Gamera* flying above you attacking enemies by your side! Spectacular lighting, great level design and one burnin' speed bike sequence bring home the bacon in this must-have instant release. Especially if you haven't played *Panzer*... anyone??

G	C	P	M	O	80
8	8	7	7	8	

Well here's my take on the whole Namco Museum thing. It's cool to have arcade perfect translations of all these coin-ops, but unless you're a serious collector or happen to have a "thing" for the Genji & Heike Clans I can't really see a reason for getting Vol. "C". I mean, most of you probably haven't even heard of these games. Still, the Namco Museum is what it is, and at least you know exactly what you're getting.

G	C	P	M	O	69
6	6	6	7	7	

Bomberman in 3D with the walls missing? Yes, indeedoodly duddy my mutant gaming friends, I too have sampled the deliriousness of *Bomberman 3D*. It's a solid effort, but I'm not gonna call it a small arena (ar, but we won't go there), but I'd much rather be playing *Poy Poy*. And that's what I'd recommend you doing. Find three friends. Buy that multi-lap and get throwing polygon rocks and bombs at each other. Fine, fine fun for gamers with chums, but for those lonely freakish weirdos lacking social activity should pass. Shidoshi hates this title...

G	C	P	M	O	60
4	6	5	6	6	

This is *Bomberman* in 3D with the walls missing? Yes, indeedoodly duddy my mutant gaming friends, I too have sampled the deliriousness of *Bomberman 3D*. It's a solid effort, but I'm not gonna call it a small arena (ar, but we won't go there), but I'd much rather be playing *Poy Poy*. And that's what I'd recommend you doing. Find three friends. Buy that multi-lap and get throwing polygon rocks and bombs at each other. Fine, fine fun for gamers with chums, but for those lonely freakish weirdos lacking social activity should pass. Shidoshi hates this title...

G	C	P	M	O	85
7	8	9	7	10	

It's been too long since I've experienced a game of this type... way too long. I didn't even realize how much I missed the genre. *Swagman* basically takes a very 16-bit gameplay engine and injects it with some 3D polygonal graphics, incredible shadow effects and cool rendered cinematics. If you're an old-school gamer like many here at the GF offices, you may want to get an (hmm, can't think of any other way to put this) official "blast from the past" with *Swagman's* gameplay.

G	C	P	M	O	82
8	8	8	8	8	

Gamera is superher! Just when the next *Panzer* sequel should logically, chronologically come, we get *Gamera 2000*. Yoshimitsu's *Panzer Dragon* Dreh... well... almost. You know, Gamera's Dragon attack will definitely look like *Gamera*. The graphics, level design and sound are all superb, and you NEED to see the FMV... it represents new levels of mad skill in the acting profession. Be on the lookout for *Gamera*'s smashed dashboard, especially in your final game selection which makes less than 20 seconds in the part where it appears. As an ancient ruler from a smaller space and time has been found missing, again!

G	C	P	M	O	89
9	8	8	9	2	

Volume 4... where else are you going to play The Genji & Heike Clans, huh? At your local arcade? On another home console? Huh? That's right, only the "C" lets you dive into the obscurity of TG & PC, that wacky side-scrolling slasher. Or how bout *The Return of Sabot*? Hey, that's good stuff. However, you can't play with *Assault* or *Pac-Man*, and *Orion* stands the test of time. Until the big "O" shows up (as in "O-mg god, like, it's the best one, you know?"), this is the coolest classic collection around. Now about those scores...

G	C	P	M	O	72
6	8	8	7	9	

Well here's my take on the whole Namco Museum thing. It's cool to have arcade perfect translations of all these coin-ops, but unless you're a serious collector or happen to have a "thing" for the Genji & Heike Clans I can't really see a reason for getting Vol. "C". I mean, most of you probably haven't even heard of these games. Still, the Namco Museum is what it is, and at least you know exactly what you're getting.

G	C	P	M	O	69
6	6	6	7	7	

Lethal Enforcers just won't go away as we continue to be bombarded with the original *LE* hit (and its spin-off), the old west flavored *LE2*. If these games are the key to some long lost childhood bliss, then by all means check them out; they are arcade perfect. In today's polygonal environment however, the graphics are abysmal and the action close to being stale. I suppose both games do have some merit as fast-paced light gun games, but there is simply so much out there that is so much better. This *LE* collection is for die hard fans only. If you haven't played *LE* yet, don't bother.

G	C	P	M	O	63
6	6	6	6	6	

Who's thought a game where you chuck stuff around could be so much fun? Konami, that's who. There's something deeply primal about bashing the hell out of all your friends with heavy objects. The different-themed arenas are cool, and there's a little strategy in there (emphasis on little). Be forewarned however, like *Bomberman*, the joy of *Poy* can only be appreciated with three other victims, er, friends. Single players need not apply.

G	C	P	M	O	85
7	8	9	7	10	

Core takes a turn for the weird with this surreal top down action/adventure. I love the twin world premise (like *NIGHTS* on acid) and the game's special effects laden graphics perfectly complement the game's dark, creepy style. The dual character control (*Last Vikings*-style) is a nice addition to the ZAMM-style pamphlet, while the music and FX are suitably creepy. *Swagman* may just be 16-bit gameplay dressed up in 32-bit clothes, but it's still an absorbing and unique adventure.

G	C	P	M	O	88
8	8	8	8	9	

From the B-Movie kingdom comes *Gamera*. It may be a *Panzer* rip-off all the way but it is one spectacular ride. SEE! Cheesy FMV's like of *Sawer Shark* and *Night Trap*. EXPERIENCE! *Gamera* flying above you attacking enemies by your side! Spectacular lighting, great level design and one burnin' speed bike sequence bring home the bacon in this must-have instant release. Especially if you haven't played *Panzer*... anyone??

G	C	P	M	O	80
8	8	7	7	8	

Well here's my take on the whole Namco Museum thing. It's cool to have arcade perfect translations of all these coin-ops, but unless you're a serious collector or happen to have a "thing" for the Genji & Heike Clans I can't really see a reason for getting Vol. "C". I mean, most of you probably haven't even heard of these games. Still, the Namco Museum is what it is, and at least you know exactly what you're getting.

G	C	P	M	O	69
6	6	6	7	7	

Bomberman in 3D with the walls missing? Yes, indeedoodly duddy my mutant gaming friends, I too have sampled the deliriousness of *Bomberman 3D*. It's a solid effort, but I'm not gonna call it a small arena (ar, but we won't go there), but I'd much rather be playing *Poy Poy*. And that's what I'd recommend you doing. Find three friends. Buy that multi-lap and get throwing polygon rocks and bombs at each other. Fine, fine fun for gamers with chums, but for those lonely freakish weirdos lacking social activity should pass. Shidoshi hates this title...

G	C	P	M	O	60
4	6	5	6	6	

This is *Bomberman* in 3D with the walls missing? Yes, indeedoodly duddy my mutant gaming friends, I too have sampled the deliriousness of *Bomberman 3D*. It's a solid effort, but I'm not gonna call it a small arena (ar, but we won't go there), but I'd much rather be playing *Poy Poy*. And that's what I'd recommend you doing. Find three friends. Buy that multi-lap and get throwing polygon rocks and bombs at each other. Fine, fine fun for gamers with chums, but for those lonely freakish weirdos lacking social activity should pass. Shidoshi hates this title...

G	C	P	M	O	85
7	8	9	7	10	

Core is superher! Just when the next *Panzer* sequel should logically, chronologically come, we get *Gamera 2000*. Yoshimitsu's *Panzer Dragon* Dreh... well... almost. You know, Gamera's Dragon attack will definitely look like *Gamera*. The graphics, level design and sound are all superb, and you NEED to see the FMV... it represents new levels of mad skill in the acting profession. Be on the lookout for *Gamera*'s smashed dashboard, especially in your final game selection which makes less than 20 seconds in the part where it appears. As an ancient ruler from a smaller space and time has been found missing, again!

G	C	P	M	O	82
8	8	8	8	8	

Namco Vol. 4 is what it is, and at least you know exactly what you're getting.

G	C	P	M	O	69
6	6	6	7	7	

Lethal Enforcers just won't go away as we continue to be bombarded with the original *LE* hit (and its spin-off), the old west flavored *LE2*. If these games are the key to some long lost childhood bliss, then by all means check them out; they are arcade perfect. In today's polygonal environment however, the graphics are abysmal and the action close to being stale. I suppose both games do have some merit as fast-paced light gun games, but there is simply so much out there that is so much better. This *LE* collection is for die hard fans only. If you haven't played *LE* yet, don't bother.

G	C	P	M	O	63
6	6	6	6	6	

Who's thought a game where you chuck stuff around could be so much fun? Konami, that's who. There's something deeply primal about bashing the hell out of all your friends with heavy objects. The different-themed arenas are cool, and there's a little strategy in there (emphasis on little). Be forewarned however, like *Bomberman*, the joy of *Poy* can only be appreciated with three other victims, er, friends. Single players need not apply.

G	C	P	M	O	85
7	8	9	7	10	

Core takes a turn for the weird with this surreal top down action/adventure. I love the twin world premise (like *NIGHTS* on acid) and the game's special effects laden graphics perfectly complement the game's dark, creepy style. The dual character control (*Last Vikings*-style) is a nice addition to the ZAMM-style pamphlet, while the music and FX are suitably creepy. *Swagman* may just be 16-bit gameplay dressed up in 32-bit clothes, but it's still an absorbing and unique adventure.

G	C	P	M	O	88
8	8	8	8	9	

From the B-Movie kingdom comes *Gamera*. It may be a *Panzer* rip-off all the way but it is one spectacular ride. SEE! Cheesy FMV's like of *Sawer Shark* and *Night Trap*. EXPERIENCE! *Gamera* flying above you attacking enemies by your side! Spectacular lighting, great level design and one burnin' speed bike sequence bring home the bacon in this must-have instant release. Especially if you haven't played *Panzer*... anyone??

G	C	P	M	O	80
8	8	7	7	8	

Bomberman in 3D with the walls missing? Yes, indeedoodly duddy my mutant gaming friends, I too have sampled the deliriousness of *Bomberman 3D*. It's a solid effort, but I'm not gonna call it a small arena (ar, but we won't go there), but I'd much rather be playing *Poy Poy*. And that's what I'd recommend you doing. Find three friends. Buy that multi-lap and get throwing polygon rocks and bombs at each other. Fine, fine fun for gamers with chums, but for those lonely freakish weirdos lacking social activity should pass. Shidoshi hates this title...

G	C	P	M	O	60
4	6	5	6	6	

This is *Bomberman* in 3D with the walls missing? Yes, indeedoodly duddy my mutant gaming friends, I too have sampled the deliriousness of *Bomberman 3D*. It's a solid effort, but I'm not gonna call it a small arena (ar, but we won't go there), but I'd much rather be playing *Poy Poy*. And that's what I'd recommend you doing. Find three friends. Buy that multi-lap and get throwing polygon rocks and bombs at each other. Fine, fine fun for gamers with chums, but for those lonely freakish weirdos lacking social activity should pass. Shidoshi hates this title...

G	C	P	M	O	85
7	8	9	7	10	

Core is superher! Just when the next *Panzer* sequel should logically, chronologically come, we get *Gamera 2000*. Yoshimitsu's *Panzer Dragon* Dreh... well... almost. You know, Gamera's Dragon attack will definitely look like *Gamera*. The graphics, level design and sound are all superb, and you NEED to see the FMV... it represents new levels of mad skill in the acting profession. Be on the lookout for *Gamera*'s smashed dashboard, especially in your final game selection which makes less than 20 seconds in the part where it appears. As an ancient ruler from a smaller space and time has been found missing, again!

G	C	P	M	O	82
8</					

Eve Be Nimble, Eve Be Quick, Or Eve Be Sliced by Gore's Big Stick.



DARK RIFT

Dark Rift brings out the best in people. Eve works her butt off to turn Gore into a meaty pin cushion. Gore busts his gut to move Eve into the path of his axe. And you'll need your best, because Dark Rift gives it up. Dark Rift delivers more fight, more often with more speed than you have ever seen before. Check out Dark Rift for N64 or Win 95 and get flesh scorching projectiles, hyper quick ten hit combos, blazing frame rates and some very unpleasant surprises for the competition.

NINTENDO⁶⁴



N64



N64



N64



N64



PC-CD ROM

VIC TOKAI INC.
22904 Lockness Avenue
Torrance, CA 90501
(310) 326-8880

Nintendo® and N64 are trademarks of NINTENDO OF AMERICA INC.
Dark Rift™, Kronos™, their logos and characters are trademarks of and © 1995 Kronos Digital Entertainment, Inc. All rights reserved. Distributed by VIC TOKAI INC.

Available. 1997





NetLink Virtual On
Saturn NetLink
Sega Fighting



Herc's Adventure
Saturn
Lucasarts
Top-Down Action



Shining the Holy Ark
Saturn
Sonic Software Planning
Role-Playing



Toba 2
PlayStation (Import)
Square
Fighting/Quest



Deep Sea Adventure
PlayStation (Import)
Takara
Role-Playing



Groove on Fight
Saturn (Import)
Atlas
Fighting (Ram Cart)

NetLink owners have been crying out for games since the peripheral's release last Christmas (what was Sega thinking?), and finally we have one that may have been worth it? In a word: YES! *Virtual On* (or *Sega Rally*) NetLink is to experience full screen, full speed (i.e., no slow down) two player action that up until now was the sole privilege of PC owners. *Virtual On* is a great game, but with NetLink support it enters the stratosphere. I can't wait for *Duke Nukem 3D*! I'll take you all on!

G	C	P	M	O	91
9	9	9	8	9	

Herc's may seem a little basic at first, but dig deeper and you'll soon discover there's more to it than just *Zombies Ate My Neighbors* in Greece. The whole RPG structure gives the game an extra dimension, while the impressive soundtrack and trademark Lucasarts humor keeps things bawling along. It's definitely not perfect, but if you're in the market for a wacky action/RPG with the emphasis on action then check it out.

G	C	P	M	O	81
7	8	8	8	8	

After a wait that seemed like an eternity since *Shining in the Darkness*, *Shining the Holy Ark* couldn't come at a better time. One of the most inspired corridor-based RPGs ever devised will no doubt rekindle each and every Saturn owner's spirit as they await the joy that is coming (*Panzer Aoz*, *Bronx*, *Royerin*, *Silhouette Mirage*, *Grandia*, and *Sonic*). Graphics, music, story, length... all excellent. A must-buy SS experience.

G	C	P	M	O	90
9	8	9	9	9	

Visual shock! Sound shock... and just plain shock! *Toba 2*, possibly the most gorgeous and deep fighter currently available, is not coming to the States! It's understood why *Toba 2* doesn't sell all that well, but *Z* is just so much better. The graphics defy the hardware, the quest mode is massive and again the music is memorable. The two new characters are grand and all return with over twice the fire power, insane combos and juggles, and all new projectiles. But who needs *K?*

G	C	P	M	O	95
10	9	9	9	9	

Well, it seems no one likes this little game... While I understand the gripes, the game isn't as bad as these guys make out. Yes, the music is pretty dire, the 2D graphics are clearly dated and the gameplay in the 3D sections is lacking pace but the game has a certain charm that manages to draw you in. If you're in the area, get the game, play it once and should you pass this game by (and I'm sure you will) maybe Takara will produce a sequel that solves these issues. I'm just a bit more forgiving 'cause I loved Choro 02.

G	C	P	M	O	68
5	7	6	3	8	

Groove on Fight definitely has hot art but it moves like a silent movie. Sad, given the game's graphic appeal and engaging cast of characters. If you can overlook the frame rate, however, the speed setting is good and the gameplay, not bad. If nothing else, it's an extremely well directed game that won't likely see the light of day in the US. If you don't have a RAM cart, be sure and purchase the box set or you'll be stuck with only a cool feckin' manual.

G	C	P	M	O	70
8	8	7	7	5	

Take a first rate Saturn arcade translation and add two player, full screen support, and you've got a game up and with up with a game so nice, we're reviewing it twice. After extensive play sessions against Glitch from our respective holes, I can attest to the quality of the experience. It's basically perfect. There's no lag, no slowdown, no frame rate dips, no slow down, full speed (i.e., no slow down) two player action that up until now was the sole privilege of PC owners. *Virtual On* (or *Sega Rally*) NetLink is to experience full screen, full speed (i.e., no slow down) two player action that up until now was the sole privilege of PC owners. *Virtual*

On is a great game, but with NetLink support it enters the stratosphere. I can't wait for *Duke Nukem 3D*! I'll take you all on!

G	C	P	M	O	90
8	8	8	8	8	

Fans of Lucasarts' 16-bit *Zombies Ate My Neighbors* are in for an evolutionary treat with *Herc's Adventure*. Featuring incredibly similar play mechanics and even the exact same flying saucers as *ZAMN*, *Herc's* is old school overhauled with a few new twists. It's got a hand drawn look. Unfortunately, it also shares *ZAMN*'s slightly frustrating collision. I had a pretty decent time with *Herc's Adventure*, just not a great time. There are some funy moments in *Herc's* and quite a few funny things to do like chuck inflatable cows. In the end, it simply failed to really excite. Oh well.

G	C	P	M	O	78
7	7	7	8	8	

I can't tell you how happy I am to see this game. Sega has worked rather quickly translating *SHIA* and deserves appreciation for doing so. Let's hope the same rings true for the likes of *Grandia*, *Slayers*, *Chrono Trigger*, and *Phantasy Star* (whom ever brings them out). I had a pretty decent time with *Herc's Adventure*, just not a great time. There are some funy moments in *Herc's* and quite a few funny things to do like chuck inflatable cows. In the end, it simply failed to really excite. Oh well.

G	C	P	M	O	90
9	8	8	9	9	

Yeah, screw this game. We don't need trip like this polluting our pristine shores. Can't let these foreigners get a foothold by poisoning our children with bizarre products like this. Who needs 'em, anyway, when we have *Gold!* *Gold!* *Gold!* *Um...* really, though, *Toba 2* is surely the epitome of Playstation fighting games... It is the SKILL. Nearly 200 characters, Graphics that should not, cannot exist... but do. The most hardcore bonus feature ever seen in a fighting game, the Quest Mode. Reckon, and buy this import right now.

G	C	P	M	O	98
10	9	9	9	7	

Let it be known: Shin-Rox DESTROYS the game he does not like. This *Shin-Rox* has thoroughly smashed and shattered his copy of *Deep Sea Adventure*, one of the poorest "games" ever introduced to the marketplace. Public. Sadly Takara has been beta-testing some advanced form of mind control by releasing this game: All who play will be reduced to glibbering vegetables. One day they'll perfect it to the point where those who come into contact with their games will be left mindless, ready to be collected and shipped to Southeast Asia for organ harvesting, or something... you heard it here first!

G	C	P	M	O	25
3	4	5	4	8	

Groove on Fight definitely has hot art but it moves like a silent movie. Sad, given the game's graphic appeal and engaging cast of characters. If you can overlook the frame rate, however, the speed setting is good and the gameplay, not bad. If nothing else, it's an extremely well directed game that won't likely see the light of day in the US. If you don't have a RAM cart, be sure and purchase the box set or you'll be stuck with only a cool feckin' manual.

G	C	P	M	O	80
7	8	8	8	8	

Bear in mind that every editor reviewing a NetLink game will base their GCN numbers on how well the game plays on the original console. As *N64* editor O.K. Damn, that disclaimer killed my space, so let me ask you one simple question: How would you like a polygon perfect full-screen two-player *Virtual On*, running silky-smooth at 30fps, with no lag times, available for your NetLink RIGHT NOW? Yeah, me too. The NetLink has been a very slow starter, but with perfect versions of *Saga Rally*, *Virtual On*, and *Duke 3D* (yes!) coming this summer, it finally looks like a viable peripheral.

G	C	P	M	O	92
9	9	9	8	9	

This one's tough. I really love the game, I think the humor is awesome, and there's no denying the depth and size of the quest, but (here it comes)... the graphics and play mechanics are way 16-bit. Let me explain: the environments are not rendered with loads of detail, the characters are not rendered with loads of detail, the mechanics are way too simple. The strange collision detection, the bland colors, and that odd control that I remember from *ZAMN* makes this an unwanted return in *Herc's*. Don't get me wrong though, it's a great two-player game with loads of gameplay, cool music, and a ton of charm.

G	C	P	M	O	78
7	7	7	8	8	

This is a great, great RPG. I'm a huge fan of all *Climax/Samurai* adventures, and *Shining the Holy Ark* only confirms their quality. *Shining* is built with real-time combat, multiple environments, hyper-detailed rendered characters and enemies, and excellent quest elements. "Rendered?" you say. Yeah, I had issues with the renders at first too, but they've been resolved. The characters are rendered with a lot of detail, the environments are rendered with a lot of detail, the lighting is rendered with a lot of detail. The Shining characters, that I yield and accept. Besides, the sheer magnitude of this 30-hour quest, the fundamental equality, class, and charm of this profoundly superior game... all is moot 'cause I'm having a great time.

G	C	P	M	O	94
8	Na	10	9	9	

A lighting game just under 200 different characters. A strategy that rivals the depth of *Tokken*. Supreme balance, coolies of special moves and a quest made to die for. The best Playstation beat-'em-up of the year. I mean, it's not *Final Fantasy VII* or *Resident Evil* or *Street Fighter* or *Street Fighter II* or *Street Fighter Alpha* or *Street Fighter Alpha 2* or *Street Fighter Alpha 3* or *Street Fighter Alpha 4* or *Street Fighter Alpha 5* or *Street Fighter Alpha 6* or *Street Fighter Alpha 7* or *Street Fighter Alpha 8* or *Street Fighter Alpha 9* or *Street Fighter Alpha 10* or *Street Fighter Alpha 11* or *Street Fighter Alpha 12* or *Street Fighter Alpha 13* or *Street Fighter Alpha 14* or *Street Fighter Alpha 15* or *Street Fighter Alpha 16* or *Street Fighter Alpha 17* or *Street Fighter Alpha 18* or *Street Fighter Alpha 19* or *Street Fighter Alpha 20* or *Street Fighter Alpha 21* or *Street Fighter Alpha 22* or *Street Fighter Alpha 23* or *Street Fighter Alpha 24* or *Street Fighter Alpha 25* or *Street Fighter Alpha 26* or *Street Fighter Alpha 27* or *Street Fighter Alpha 28* or *Street Fighter Alpha 29* or *Street Fighter Alpha 30* or *Street Fighter Alpha 31* or *Street Fighter Alpha 32* or *Street Fighter Alpha 33* or *Street Fighter Alpha 34* or *Street Fighter Alpha 35* or *Street Fighter Alpha 36* or *Street Fighter Alpha 37* or *Street Fighter Alpha 38* or *Street Fighter Alpha 39* or *Street Fighter Alpha 40* or *Street Fighter Alpha 41* or *Street Fighter Alpha 42* or *Street Fighter Alpha 43* or *Street Fighter Alpha 44* or *Street Fighter Alpha 45* or *Street Fighter Alpha 46* or *Street Fighter Alpha 47* or *Street Fighter Alpha 48* or *Street Fighter Alpha 49* or *Street Fighter Alpha 50* or *Street Fighter Alpha 51* or *Street Fighter Alpha 52* or *Street Fighter Alpha 53* or *Street Fighter Alpha 54* or *Street Fighter Alpha 55* or *Street Fighter Alpha 56* or *Street Fighter Alpha 57* or *Street Fighter Alpha 58* or *Street Fighter Alpha 59* or *Street Fighter Alpha 60* or *Street Fighter Alpha 61* or *Street Fighter Alpha 62* or *Street Fighter Alpha 63* or *Street Fighter Alpha 64* or *Street Fighter Alpha 65* or *Street Fighter Alpha 66* or *Street Fighter Alpha 67* or *Street Fighter Alpha 68* or *Street Fighter Alpha 69* or *Street Fighter Alpha 70* or *Street Fighter Alpha 71* or *Street Fighter Alpha 72* or *Street Fighter Alpha 73* or *Street Fighter Alpha 74* or *Street Fighter Alpha 75* or *Street Fighter Alpha 76* or *Street Fighter Alpha 77* or *Street Fighter Alpha 78* or *Street Fighter Alpha 79* or *Street Fighter Alpha 80* or *Street Fighter Alpha 81* or *Street Fighter Alpha 82* or *Street Fighter Alpha 83* or *Street Fighter Alpha 84* or *Street Fighter Alpha 85* or *Street Fighter Alpha 86* or *Street Fighter Alpha 87* or *Street Fighter Alpha 88* or *Street Fighter Alpha 89* or *Street Fighter Alpha 90* or *Street Fighter Alpha 91* or *Street Fighter Alpha 92* or *Street Fighter Alpha 93* or *Street Fighter Alpha 94* or *Street Fighter Alpha 95* or *Street Fighter Alpha 96* or *Street Fighter Alpha 97* or *Street Fighter Alpha 98* or *Street Fighter Alpha 99* or *Street Fighter Alpha 100* or *Street Fighter Alpha 101* or *Street Fighter Alpha 102* or *Street Fighter Alpha 103* or *Street Fighter Alpha 104* or *Street Fighter Alpha 105* or *Street Fighter Alpha 106* or *Street Fighter Alpha 107* or *Street Fighter Alpha 108* or *Street Fighter Alpha 109* or *Street Fighter Alpha 110* or *Street Fighter Alpha 111* or *Street Fighter Alpha 112* or *Street Fighter Alpha 113* or *Street Fighter Alpha 114* or *Street Fighter Alpha 115* or *Street Fighter Alpha 116* or *Street Fighter Alpha 117* or *Street Fighter Alpha 118* or *Street Fighter Alpha 119* or *Street Fighter Alpha 120* or *Street Fighter Alpha 121* or *Street Fighter Alpha 122* or *Street Fighter Alpha 123* or *Street Fighter Alpha 124* or *Street Fighter Alpha 125* or *Street Fighter Alpha 126* or *Street Fighter Alpha 127* or *Street Fighter Alpha 128* or *Street Fighter Alpha 129* or *Street Fighter Alpha 130* or *Street Fighter Alpha 131* or *Street Fighter Alpha 132* or *Street Fighter Alpha 133* or *Street Fighter Alpha 134* or *Street Fighter Alpha 135* or *Street Fighter Alpha 136* or *Street Fighter Alpha 137* or *Street Fighter Alpha 138* or *Street Fighter Alpha 139* or *Street Fighter Alpha 140* or *Street Fighter Alpha 141* or *Street Fighter Alpha 142* or *Street Fighter Alpha 143* or *Street Fighter Alpha 144* or *Street Fighter Alpha 145* or *Street Fighter Alpha 146* or *Street Fighter Alpha 147* or *Street Fighter Alpha 148* or *Street Fighter Alpha 149* or *Street Fighter Alpha 150* or *Street Fighter Alpha 151* or *Street Fighter Alpha 152* or *Street Fighter Alpha 153* or *Street Fighter Alpha 154* or *Street Fighter Alpha 155* or *Street Fighter Alpha 156* or *Street Fighter Alpha 157* or *Street Fighter Alpha 158* or *Street Fighter Alpha 159* or *Street Fighter Alpha 160* or *Street Fighter Alpha 161* or *Street Fighter Alpha 162* or *Street Fighter Alpha 163* or *Street Fighter Alpha 164* or *Street Fighter Alpha 165* or *Street Fighter Alpha 166* or *Street Fighter Alpha 167* or *Street Fighter Alpha 168* or *Street Fighter Alpha 169* or *Street Fighter Alpha 170* or *Street Fighter Alpha 171* or *Street Fighter Alpha 172* or *Street Fighter Alpha 173* or *Street Fighter Alpha 174* or *Street Fighter Alpha 175* or *Street Fighter Alpha 176* or *Street Fighter Alpha 177* or *Street Fighter Alpha 178* or *Street Fighter Alpha 179* or *Street Fighter Alpha 180* or *Street Fighter Alpha 181* or *Street Fighter Alpha 182* or *Street Fighter Alpha 183* or *Street Fighter Alpha 184* or *Street Fighter Alpha 185* or *Street Fighter Alpha 186* or *Street Fighter Alpha 187* or *Street Fighter Alpha 188* or *Street Fighter Alpha 189* or *Street Fighter Alpha 190* or *Street Fighter Alpha 191* or *Street Fighter Alpha 192* or *Street Fighter Alpha 193* or *Street Fighter Alpha 194* or *Street Fighter Alpha 195* or *Street Fighter Alpha 196* or *Street Fighter Alpha 197* or *Street Fighter Alpha 198* or *Street Fighter Alpha 199* or *Street Fighter Alpha 200* or *Street Fighter Alpha 201* or *Street Fighter Alpha 202* or *Street Fighter Alpha 203* or *Street Fighter Alpha 204* or *Street Fighter Alpha 205* or *Street Fighter Alpha 206* or *Street Fighter Alpha 207* or *Street Fighter Alpha 208* or *Street Fighter Alpha 209* or *Street Fighter Alpha 210* or *Street Fighter Alpha 211* or *Street Fighter Alpha 212* or *Street Fighter Alpha 213* or *Street Fighter Alpha 214* or *Street Fighter Alpha 215* or *Street Fighter Alpha 216* or *Street Fighter Alpha 217* or *Street Fighter Alpha 218* or *Street Fighter Alpha 219* or *Street Fighter Alpha 220* or *Street Fighter Alpha 221* or *Street Fighter Alpha 222* or *Street Fighter Alpha 223* or *Street Fighter Alpha 224* or *Street Fighter Alpha 225* or *Street Fighter Alpha 226* or *Street Fighter Alpha 227* or *Street Fighter Alpha 228* or *Street Fighter Alpha 229* or *Street Fighter Alpha 230* or *Street Fighter Alpha 231* or *Street Fighter Alpha 232* or *Street Fighter Alpha 233* or *Street Fighter Alpha 234* or *Street Fighter Alpha 235* or *Street Fighter Alpha 236* or *Street Fighter Alpha 237* or *Street Fighter Alpha 238* or *Street Fighter Alpha 239* or *Street Fighter Alpha 240* or *Street Fighter Alpha 241* or *Street Fighter Alpha 242* or *Street Fighter Alpha 243* or *Street Fighter Alpha 244* or *Street Fighter Alpha 245* or *Street Fighter Alpha 246* or *Street Fighter Alpha 247* or *Street Fighter Alpha 248* or *Street Fighter Alpha 249* or *Street Fighter Alpha 250* or *Street Fighter Alpha 251* or *Street Fighter Alpha 252* or *Street Fighter Alpha 253* or *Street Fighter Alpha 254* or *Street Fighter Alpha 255* or *Street Fighter Alpha 256* or *Street Fighter Alpha 257* or *Street Fighter Alpha 258* or *Street Fighter Alpha 259* or *Street Fighter Alpha 260* or *Street Fighter Alpha 261* or *Street Fighter Alpha 262* or *Street Fighter Alpha 263* or *Street Fighter Alpha 264* or *Street Fighter Alpha 265* or *Street Fighter Alpha 266* or *Street Fighter Alpha 267* or *Street Fighter Alpha 268* or *Street Fighter Alpha 269* or *Street Fighter Alpha 270* or *Street Fighter Alpha 271* or *Street Fighter Alpha 272* or *Street Fighter Alpha 273* or *Street Fighter Alpha 274* or *Street Fighter Alpha 275* or *Street Fighter Alpha 276* or *Street Fighter Alpha 277* or *Street Fighter Alpha 278* or *Street Fighter Alpha 279* or *Street Fighter Alpha 280* or *Street Fighter Alpha 281* or *Street Fighter Alpha 282* or *Street Fighter Alpha 283* or *Street Fighter Alpha 284* or *Street Fighter Alpha 285* or *Street Fighter Alpha 286* or *Street Fighter Alpha 287* or *Street Fighter Alpha 288* or *Street Fighter Alpha 289* or *Street Fighter Alpha 290* or *Street Fighter Alpha 291* or *Street Fighter Alpha 292* or *Street Fighter Alpha 293* or *Street Fighter Alpha 294* or *Street Fighter Alpha 295* or *Street Fighter Alpha 296* or *Street Fighter Alpha 297* or *Street Fighter Alpha 298* or *Street Fighter Alpha 299* or *Street Fighter Alpha 300* or *Street Fighter Alpha 301* or *Street Fighter Alpha 302* or *Street Fighter Alpha 303* or *Street Fighter Alpha 304* or *Street Fighter Alpha 305* or *Street Fighter Alpha 306* or *Street Fighter Alpha 307* or *Street Fighter Alpha 308* or *Street Fighter Alpha 309* or *Street Fighter Alpha 310* or *Street Fighter Alpha 311* or *Street Fighter Alpha 312* or *Street Fighter Alpha 313* or *Street Fighter Alpha 314* or *Street Fighter Alpha 315* or *Street Fighter Alpha 316* or *Street Fighter Alpha 317* or *Street Fighter Alpha 318* or *Street Fighter Alpha 319* or *Street Fighter Alpha 320* or *Street Fighter Alpha 321* or *Street Fighter Alpha 322* or *Street Fighter Alpha 323* or *Street Fighter Alpha 324* or *Street Fighter Alpha 325* or *Street Fighter Alpha 326* or *Street Fighter Alpha 327* or *Street Fighter Alpha 328* or *Street Fighter Alpha 329* or *Street Fighter Alpha 330* or *Street Fighter Alpha 331* or *Street Fighter Alpha 332* or *Street Fighter Alpha 333* or *Street Fighter Alpha 334* or *Street Fighter Alpha 335* or *Street Fighter Alpha 336* or *Street Fighter Alpha 337* or *Street Fighter Alpha 338* or *Street Fighter Alpha 339* or *Street Fighter Alpha 340* or *Street Fighter Alpha 341* or *Street Fighter Alpha 342* or *Street Fighter Alpha 343* or *Street Fighter Alpha 344* or *Street Fighter Alpha 345* or *Street Fighter Alpha 346* or *Street Fighter Alpha 347* or *Street Fighter Alpha 348* or *Street Fighter Alpha 349* or *Street Fighter Alpha 350* or *Street Fighter Alpha 351* or *Street Fighter Alpha 352* or *Street Fighter Alpha 353* or *Street Fighter Alpha 354* or *Street Fighter Alpha 355* or *Street Fighter Alpha 356* or *Street Fighter Alpha 357* or *Street Fighter Alpha 358* or *Street Fighter Alpha 359* or *Street Fighter Alpha 360* or *Street Fighter Alpha 361* or *Street Fighter Alpha 362* or *Street Fighter Alpha 363* or *Street Fighter Alpha 364* or *Street Fighter Alpha 365* or *Street Fighter Alpha 366* or *Street Fighter Alpha 367* or *Street Fighter Alpha 368* or *Street Fighter Alpha 369* or *Street Fighter Alpha 370* or *Street Fighter Alpha 371* or *Street Fighter Alpha 372* or *Street Fighter Alpha 373* or *Street Fighter Alpha 374* or *Street Fighter Alpha 375* or *Street Fighter Alpha 376* or *Street Fighter Alpha 377* or *Street Fighter Alpha 378* or *Street Fighter Alpha 379* or *Street Fighter Alpha 380* or *Street Fighter Alpha 381* or *Street Fighter Alpha 382* or *Street Fighter Alpha 383* or

SPACE HAS ALWAYS HAD THREE DIMENSIONS.

SO WHY HAVE SHOOTER GAMES ONLY GIVEN YOU TWO?



Introducing a new dimension in shooters - Xevious 3D/G+. A spectacular 3D shoot-fest, where it's you and all your new, improved interstellar weaponry against an entire galaxy of tough, nasty aliens. You get Xevious 3D/G, plus

three other classic Xevious games.

(Little alien caskets sold separately.)



POWERED BY
namco

XEVIOUS
3D/G+

FINAL FANTASY VII

BEHIND THE SCENES REPORT

GameFan recently visited Square's newly opened Honolulu office to discuss Final Fantasy VII with five of the game's key creators.

INTERVIEW #1

Hironobu Sakaguchi

President of Square USA, Inc.

Brief Profile: Since the establishment of Square (previously Denyu Co. Ltd.), Mr. Sakaguchi has been involved in game production, and in 1987, he released the first title of the Final Fantasy series. Mr. Sakaguchi was the producer for all the Final Fantasy games that followed and he now works as the Senior Chief Executive of all game development.



I wanted to make FFVII a completely new story with completely different characters.

Kazuyuki Hashimoto

Planning and Characters

I am working on new characters for the American version of FFVII. There will be at least two new Weapons (mechanical)

think we have been able to make substantial improvements in the game.

GF: Tell us about the American version?

HS: One of our main goals with FFVII was to make sure that it was a success in the United States. I was surprised at how many Americans liked FFVI, and I wanted to make FFVII even more popular. So it wouldn't suffice just to convert the game, we actually had to make substantial improvements.

GF: What improvements?

HS: We added two more bosses toward the end of the game and the Matera System has been changed to make it more user friendly. The enemy encounter rates have also been adjusted so the story line and

HIRONOBU SAKAGUCHI

I wanted to make FFVII a completely new story with completely different characters. So it wouldn't suffice just to convert the game. We actually had to make substantial improvements.

Kazuyuki Hashimoto

I am currently working on new characters for the American version of FFVII.



TETSUYA NOMURA



GF: What was your reason behind opening up an office in LA and Honolulu?

HS: As you know from looking at FFVII, we use quite a lot of high end computer graphics, and most of the talent pool for that field is in the United States, particularly Hollywood.

GF: There were some rumors about an extra quest on the third disk planned concerning the resurrection of a certain character, and that it never happened due to time constraints. Do you have any comments regarding this rumor?

HS: I am familiar with that rumor, and I'm afraid that it's not true (laughs...) I thought you were going to ask about the NG4 version of FFVII, which is another rumor that I hear often.

GF: Are there any future plans for a version of Final Fantasy on any Nintendo platform? Maybe the 64DD?

HS: No.

GF: Are you completely satisfied with the way FFVII turned out?

HS: In retrospect, I think everyone looks back at places where the game could have been improved, but overall I am happy with the way it turned out. However, with the release of the American version I

battles are more balanced. Also at certain points you'll have bosses with weaknesses that are hard to work out, and we've added hint messages to aid the player.

GF: How do you view the American gaming scene with regards to RPGs?

HS: Up till now RPGs have been considered as too complicated for the American audience. I think that their complexity has affected their popularity. But there have been significant visual developments in games, and I hope this will help FFVII to grab the attention of the American audience, maybe even those who aren't predisposed towards RPGs. Then, once they take a look at the game, they will see its merits and hopefully be drawn into its world. I think FFVII could well be the game to help build the market for RPGs.

GF: Are there any plans to make a PC version of FFVII?

HS: Yes, we plan to make PC versions of FFV, FFVI, and FFVII. Of course, porting takes a long time, so it will be approximately a year until the PC versions are available.

GF: You have spent a lot of time building this game series on various gaming platforms. What drew you

meaning to you?

HS: Well, there really isn't any deep meaning to it, we just wanted to make a character that would appear in various forms in all the games. I guess I've always had a soft spot for that type of character. Cid is like Yoda from the Star Wars series—very intelligent and wise.

GF: When will FFVIII be finished?

HS: Sometime next year.

GF: Have any Hollywood studios approached you about making a major motion picture based on the Final Fantasy series?

HS: I am actually in negotiations with several studios right now, but I can't disclose any information at this time.

GF: Can you tell us anything about the movie at all?

HS: It will be a full computer graphic motion picture along the lines of Toy Story—we've recruited some of the staff who worked on Toy Story. The next step is to make an amalgamation between the game and the movie. Hopefully, we'll be able to achieve this on the next generation of console systems, so it will be about 4 years before we actually start realizing some of our long time goals.

INTERVIEW #2

Kazuyuki Hashimoto

Vice President of Research & Development

Brief Profile: Mr. Hashimoto was the CG Programmer for Final Fantasy VII, responsible for the development of the 3D CG system programming, tools for the PlayStation, and also the animation data conversion.

GF: Have you been involved in any of the other Final Fantasy games?

KH: No, I joined the Square team about two years ago.

GF: What about the current and future Final Fantasy projects, will you be involved with those?

KH: I am currently working on the Final Fantasy film project, which will probably take us two or three years to complete.

GF: Will it contain any characters from Final Fantasy VII?

KH: No, it will be totally different from Final Fantasy VII. It will be a totally new design.

GF: Will the movie be based on the new Final Fantasy game that is currently in the works?

KH: We haven't reached that stage of planning yet. We're still just trying to make a truly realistic 3D

YN: For the city of Midgar, I worked with five artists total—two manual designers and three computer graphic designers. For Junon, I worked with one other person.

GF: Do you come from a background of manual art or computer generated art?

YN: My specialty is in manual art.

GF: Are there any artists, specifically Japanese artists, that influence your work?

YN: There is one Japanese artist that has influenced my work—Katsuhisa Otomo.

GF: What other video games have you worked on?

YN: I worked on FFVI and I also did a little work on Chrono Trigger.

GF: How long did it take to complete FFVII from start to finish?

YN: From the initial brainstorm, it took about three years to complete.

INTERVIEW #4

Tetsuya Nomura

Planning and Character Design

Brief Profile: After overseeing the monster designs for Final Fantasy V, Mr. Nomura was responsible for

TN: As long as there is paper, a mechanical pencil and an eraser, I'll be fine.

GF: What is your favorite character in FFVII?

TN: Cloud and Sephirots.

GF: Do you know why Vincent or Yuffie were not in the ending CD?

TN: Because to have included both of them, we would have to make four different endings and we were constrained by the space on the CD, so we decided not to include them.

INTERVIEW #5

Nobuo Uematsu

Music Composer

Brief Profile: Mr. Uematsu joined Square after working as a freelance composer, where he composed tunes for many television commercials. He has since composed and directed all the music for the Final Fantasy series. In addition, Mr. Uematsu continues to compose and produce game music CDs.

GF: Has the FFVII soundtrack been selling well in Japan since the release?

NU: Yes, it hit #3 in the Japanese music charts for all

YUSUKE NAORA

The initial idea might be a word or a phrase from the director or character designer, and from that I work with other designers to create the world.

Square Headquarters, Tokyo



NOBUO UEMATSU

The initial idea from a game has placed me in a situation I've never been in before. I'm very proud of that.

the creation of several new characters in Final Fantasy VI. In Final Fantasy VII, Mr. Nomura was both in charge of character design and the game's ending.

GF: Who are your influences?

TN: There is not just one influence, my work is mostly based on my past experiences.

GF: What is your favorite monster in FFVII?

TN: It's Yin and Yang in the Shin-Ra mansion.

GF: How do you come up with the monsters in FF?

TN: First I think about the attacks of the monsters, then I base it on relationships with living things.

GF: Are you working on the next Final Fantasy game?

TN: Not right now, I am working on the new monsters for the American version of FFVII.

GF: How many new monsters are there going to be?

TN: There will be at least two new 'Weapons' (monsters).

GF: Did you work with Yoshitaka Amano at all, or will he be working on any future projects?

TN: Yes, Mr. Amano contributed to FFVII and as long as Final Fantasy continues Mr. Amano will be involved.

GF: Do you come from a background of manual art or computer generated art?

types of music and it has sold over 200,000 copies. This is the first time that music from a game has placed in the hit charts, so I am very proud of that.

GF: What was it like switching from cartridge to CD?

NU: It became much easier for me. On the SNES we had only eight sound channels, but on PlayStation we have twenty-four sound channels. The sound quality is much better.

GF: Are you working on both the new Final Fantasy game and the movie project?

NU: I am unable to work on the movie project or the new Final Fantasy because I am working on a new project that I can't discuss at this time.

GF: Do you have any musical influences that have inspired the music of FFVII?

NU: I am inspired by all kinds of music all over the world.

GF: Did you use any live instruments when you were composing the music for FFVII or was the music synthesized?

NU: When I began composing the music, I used both live instruments and synthesized music. Then, I put both types of music into the computer to create the game music.

character in CG!

GF: What games have you worked on besides Final Fantasy VII?

KH: Recently I worked for a company making the computer graphics for a game called Motor Toon Pro. The game has deformation graphics; I made the tool that allowed for the deformation of the cars.

INTERVIEW #3

Yusuke Naora

Graphics

Brief Profile: Mr. Naora acted as Chief of Graphics for FFVII, directing the whole process but mainly overseeing the background graphics. He created unique "new worlds" such as the City of Midgar and Junon in Final Fantasy VII.

GF: Where did you get your inspiration for the new worlds in FFVII?

YN: The initial idea might be a word or a phrase from the director or character designer, and from that I work with the other designers to create the worlds.

GF: How many other artists or graphic designers did you work with on FFVII?

GRAVEYARD SPECIAL FEATURE: GAMES THAT NEED SEQUELS!

Dynamite Headdy: A testament to ingenious level design and play mechanics! Do it 2D and completely rendered. Headdy and the cast of marionettes lend them-

selves perfectly to SGI rendered graphics. Imagine the walls falling in and out as the scenes changed and the insanity of Headdy's bosses, SGI rendered in 3D! The Japanese box art actually depicts such a scene. I know I'm dreaming, but wouldn't it be grand?

2. Gunstar Heroes: 2D Hand drawn SS1

3. Strider: Do it like *Pandemonium* on the PS and they will come!

4. Bonk's Adventure: Gotta be N64 ala *SM64* all the way! Imagine chomping up cliffs and trees in 3D!

5. Ranger X: 2D ala *Clockwork Knight* all the way. Multi-jointed rendered lead and enemy characters blended with lush, hand drawn scenery, rich with parallax, and all the FX you can muster. It'll fly off the shelves!

6. Ninja Gaiden: 2D hand drawn. Same small character and big levels filled with paramount challenge. Imagine what real weather effects and light sourcing would bring to this epic platformer!

7. Splatterhouse: Make it 3D ala Crash (so you can slice and dice in both directions) while retaining super high quality textures. Don't forget the chainsaw, and keep it bloody!

8. Act Raiser: 2D hand drawn, of course, in the vein of *Castlevania X*. Find Yuzo, knock him back to his senses and have him craft the joy soundtrack.

9. Battletoads: I don't care how you make it, just make it.

10. Atomic Robo Kid: Gotta go with the *Crash Engine* on this one too. Just make the tubes wider and taller, and add the ability climb and ascend within them. As he rises (or ascends) have the area behind him go transparent to view the action.

Sequels I'm happy about so far: *Castlevania X SoN*, the new 2D *Sonic* (whatever it's called), *Yoshi 64*, *SM64*, *Street Fighter EX Plus*

Alpha, Dorius Ninja, Dorius Metal Gear, Zelda, and FF7.



1. Ghouls 'n Ghosts:

I want to see *Ghouls 'n Gargoyles* on Capcom's CPS hardware!! It would be a 2D

extravaganza with level design influenced by all three *G&G* games. Gameplay would be a mixture of *Ghouls 'n Ghosts* (vertical firing) and *Super Ghouls 'n Ghosts* (the double jump). There would be multiple paths to Loki's castle, new weapons, new characters (play as Lancelot or Percival perhaps?) and new types of armor, including magic armor that lets you momentarily morph into other creatures like Zombies and Red Armadars! Also, the wizard would occasionally turn you into a random Capcom character! *sigh* If only...

2. Gunstar Heroes: A 2.5D *Gunstar Heroes* with effects from the Gods!

3. Sonic: A 32-bit 2D *Sonic* needs to exist. Keep it pure, like *Sonic* and *Sonic CD*.

4. Castle of Illusion: A true 2D sequel on SS. Two player like *World Of Illusion* only longer and harder. Oh yes!

5. Y'S Vanished Omens: Either a compilation CD with updated graphics or an all new Y's. I must have more!

6. Final Fight: The finest scrolling beat 'em up EVER needs a PROPER sequel. None of this SNES crap.

7. Bionic Commando: You know, I'd settle for just an arcade-perfect port...

8. Contra: Konami did a true 2D 32-bit *Castlevania*, why not *Contra*?

9. Total Carnage: Am I alone in my love for this game? It needs a sequel!!

10. Shinobi: A proper hand-drawn *Shinobi*, like *Revenge of Shinobi*. Those FMV sections have got to go.

Sequels I'm happy about so far: *Assault Suit Leynos*, *Castlevania*, *Metal Gear*, *FF*, *Thunderforce*, *Mario*, *Zelda*, *StarFox*

With the next generation of next-generation consoles already looming on the horizon, the editors at GameFan feel it's high time for certain game companies to get back to their roots and make 32/64 bit sequels of some of their 8/16 bit classics. We're talking about games that thrived on gameplay:



1. Phantasy Star: You better believe it baby. Imagine... PSV. Actually, don't imagine. You'll only get depressed. I know it's not happening, 'cause I recently

learned that the *Phantasy Star* character-designin' man, Yoshibon, is doing touch-up work on the home version of *Last Bronx*, or something. But think about it! *Phantasy Earth*, taking place after the Alyssa III landed on "the third planet from the sun." Aaahh! Mustn't think about it! Too hardcore!! Rieko "Phoenix Rie" Kodama, come back!!

2. Y'S: Now this one is kind of happening, with the *Falcom Classics Collection* on Saturn and *Y's Eternal* on PC... but I want *Y's VI*.

3. Monster World: Ah, the *Monster World* series. Gone forever. Four of the best games ever made, truly. Now all Compile makes is *Puyo Puyo*. "Nomiso Kone Kone," indeed!

4. Sorcerian: This has to come back. Life isn't complete without *Sorcerian*. A remake of the original is coming for Win'95, but...

5. Nectaris: It's all about that sound when the next turn comes up... "B-wohhing..."

6. Exile: The *Crusades* rocked with skill in this series! This awesome PC-Engine action RPG series is long gone. Amazingly, all of 'em came out in the US, even the *Genesis Exile*! Find them somewhere!

7. Vais: Yuko!!

8. Alex Kidd: Where's the Kidd? He was infinitely cooler than Sonic. Jan, ken, pon!!

9. Seiken Densetsu: Square still hasn't announced a *Seiken IV*!! Whatup?? Where's Hiroki Kuki?? Please, make it hand-drawn.

10. Clash At Demonhead: I know nobody remembers this one, but it was 100% NES action adventure skill gaming, and it was called "Big Bang" in Japan. Need another one! Note: I KNOW I'm forgetting many important NES, MegaDrive and especially PC Engine games, but: a) It's very, very late... g:27am. b) I didn't want to have too much overlap with other people and c) We were of course limited to ten titles.

Sequels I'm happy about so far: *Dracula X*, *Street Fighter II*, *Final Fantasy VI*, *Lunar* (kind of... where's III?) *Tengai Makyo*, *Dragon Quest VI* (VII's comin', baby...) *Mega Man 7*, and so many more... no more space!!



11. Contra: Some may be confused by my number one choice. I know that a 32-bit *Contra* already exists, but it's

difficult for me to accept the non-Konami developed, 3D *Contra: LOW* as a true update of one of the bona fide classics of 8bit. In fact, the disappointing 3D version only increased my desire for an intense 32-bit 2D version that much more. Imagine a new *Contra* as ambitious as their *PS Castlevania*. That I would like to see very, very much.

2. Bionic Commando: An old fave, I would love to see BC and its swinging mechanic updated in 32-bit 2D glory.

3. Phantasy Star: This milestone of the SMS and Indeed, Sega themselves, sorely need a new sequel.

4. Gradius: Konami's classic 2D shooter should not be forgotten. Possibly a 3D update?

5. Gunstar Heroes: How could anyone not want to see Treasure's brilliant *Gunstar* with insane hand drawn graphics and thousands of colors.

6. Ninja Gaiden: A blast from Tecmo's past, this deserves the next generation treatment.

7. Outrun: I must see a polygynous Ferrari with my girlfriend being thrown clear.

8. ThunderBlade: Make it real time on Model 3. There aren't nearly enough *Blue Thunder* rips these days.

9. Golgo 13: This "Professional" style game from back in the day would be amazing with state-of-the-art sound and graphics.

10. Miner 2049er: Just for laughs.

Sequels I'm happy about so far:

StarFox, *Castlevania*, *Thunderforce*, *Mario*

GAMEFAN BOOKS



The most in-depth
strategy guides
in the Universe!

GAMEFAN BOOKS ORDER FORM

Name _____

Address _____

City _____ State _____ Zip _____

Make checks (US funds) payable to: GameFan.
AVKSI 5137 Claretton Drive, Suite 210, Agoura Hills, CA 91301.

Night Warriors.....	@ \$8.95.....	\$
Darkstalkers.....	@ \$8.95.....	\$
Street Fighter 3.....	@ \$9.95.....	\$
Super Mario 64.....	@ \$9.95.....	\$
MK Trilogy.....	@ \$9.95.....	\$
SoulBlade.....	@ \$9.95.....	\$
Persona.....	@ \$9.95.....	\$
Die Hard Trilogy.....	@ \$9.95.....	\$
Independance Day.....	@ \$9.95.....	\$
Turok: Dinosaur Hunter..	@ \$9.95.....	\$
Shipping & Handling.....	@ \$1.50 ea.....	\$
	(Foreign add \$3 ea.)	
		TOTAL \$

IN DEVELOPMENT

ELECTRONIC ARTS SHOOTS HOT FMV FOOTAGE FOR THEIR FORTHCOMING SEQUEL TO THE SUCCESSFUL SOVIET STRIKE ON THE PLAYSTATION. AND GAMEFAN WAS THERE.

NUCLEAR STRIKE

Up at the rare crack of dawn, I trakked on down to Bronson Cave (used in the campy Batman series of the 60's, starring Adam West) to watch the taping of a tiger attack which will be featured in the FMV of EA's Nuclear Strike. Amidst the de rigueur

catering and a potentially dangerous feline, I sat down with Nuclear Strike's producer, Michael Kosaka, and discussed some of the finer points of making the new "Strike" game.

GF: For starters, how long have you been with EA, Michael?

MK: Oh, since about '87. Prior to that I worked as a game designer and art director at Epyx. Before that I was at Atari, as most people in the area were. And before that even, I worked with a group called Penguin Software out of Illinois. But that's going way, way back.

GF: So let's get right to it. What's the backdrop of Nuclear Strike?

MK: Basically, there's a madman with a nuke who wants to do the world in. That's the basic storyline. Uh, we're set in five different locations ranging from Asian jungle to Siberia. We're all over the place.

GF: How many people are working on Nuclear Strike?

MK: The current count is about fifty at this point. It's a fairly good size team.

GF: Has the engine been improved over Soviet Strike, and if so, to what extent?

MK: Well, we went back and found a lot of places we could improve, which is one of the advantages of having such a good engine to start with and programmers who are well versed in their product. I think you'll be really impressed by the final result as it's been improved a lot. You're gonna see a huge increase in the frame rate and the smoothness of the motion. We also have better AI routines. We went



I sat down with Nuclear Strike's producer, Michael Kosaka, and discussed some of the finer points of making the new "Strike" game.

back and basically polished it up and we were able to build off the base that we had in Soviet Strike. So we're real thrilled with what we came up with. There are some new views and you're gonna be able to play different vehicles as well.

GF: In addition to the chopper?

MK: Well we will have a wide variety of choppers but we also have ground and other air vehicles.

GF: I saw a shot of a Harrier.

MK: Yes, there's a Harrier involved. Um, we've got a few other surprises too. Basically you're gonna be able to play as a lot of different stuff. And the views are, well, you're not gonna ever be in the cockpit, it's

just not that kind of game. But you will be able to change camera angles.

GF: Will NS offer a greater field of view than SS? Some complained that you couldn't see enough of the surrounding terrain and were constantly being bombarded by enemies that were off screen.

MK: You're right. Um, we're going to attack that problem a couple of different ways. One, the view will change slightly depending on what vehicle you're in. Two, we're going to give you a local tactical radar which will be on your HUD. So you'll be able to see dots around you, stuff that's shooting at you from behind and things like that. We're also going to have a new compass indicator which will sort of tell you where you're headed, where the next mission is. So you know, we really listened to what people were coming back with on SS and tried to fix it.

GF: Besides the new vehicles, how does NS differ from SS?

MK: Well there's a greater variety of missions, and hopefully we've got the same mix of strategy and action that we had before, or even better. You know we took some hits for being too hard. Uh, we're looking at that really closely.

GF: How have you addressed the difficulty issue?

MK: Well, we're just looking at ways to make the game not necessarily easier for the

THE FIRST NUCLEAR STRIKE SHOTS FOR THE PLAYSTATION!



EA's venerable "Strike" series continues on with its latest 32bit incarnation, Nuclear Strike. Taking an atmospheric approach with its storyline in which a lone madman has possession of a nuclear weapon, EA is attempting to appeal to a broader audience with Nuclear Strike.

Featuring a greatly enhanced version of the Soviet Strike engine, NS promises a much improved frame rate over the original. With new air and land based vehicles, a more intuitive and simple interface, and easier target management, Nuclear Strike does indeed seem to be headed down the road of mass acceptance.

player, but just more accessible, easier to pick up and play. But we still wanna keep the core players who have stayed with us for the long run.

GF: What have you implemented along those lines?

MK: Well we've put in some clues, a lot more visual and audible cues. Um, like I said, we'll be addressing the HUD so that all of your information will be right there. We've got the interface and we're gonna clean that up a little bit, make it look a little cleaner. We've improved it across the board. You know, it's the same core group that worked on Soviet, so we're building on their expertise. It's the same artists, programmers, and designers. So these are guys who are veterans, so they can just jump on the next one and start adding even more stuff. A lot of the stuff we couldn't fit in SS is going in this one.

GF: Will NS feature the same level of detail in regards to the topography and terrain maps?

MK: Oh, absolutely. And with the same artist, it looks even better. We have other stuff happening in the terrain as well, like we're going to be cratering the ground. We've already got it working and it's hot.



Watch old school stunt man Monty wrestle with the tiger, all in the name of exciting FMV. Some of you may remember Monty from his stuntwork in Francis Ford Coppola's Bram Stoker's Dracula.



GF: How many different vehicles total?

MK: The party line right now is five to seven just to be on the safe side. A lot of the stuff we've got in and running. We're tuning it and if it's not fun we're not going to leave it in. We may very well go over that number, but we're not going to put anything in that's not fun.

GF: Outside of a Harrier, what other types of non VTOL aircraft can you feature?

MK: You know that's one of the problems with the engine; fast moving jets are going

to be a problem because you don't have time to react. Stuff is on screen before you can do anything about it. Urban Strike had an F-117, and some people had fun with that. We're still tweaking it and I can't say what types of jets will make it into the final. We're pre-alpha by a long way, so we'll just have to see what works and what doesn't. But the Harrier is cool and will definitely work because it's a VTOL.

GF: How about the music?

MK: The same composers are back. We've got a lot of rich material to draw from as far as the environments and stuff.

GF: Still one player only?

MK: It'll still be one player. We are coming out with a PC version which will be multi-player.

GF: Are there any plans for a Saturn or N64 version?

MK: Not at this time, it's sort of up in the air. For now, it'll be PS and PC only.

GF: Thank you very much for your time. Now get back to work.

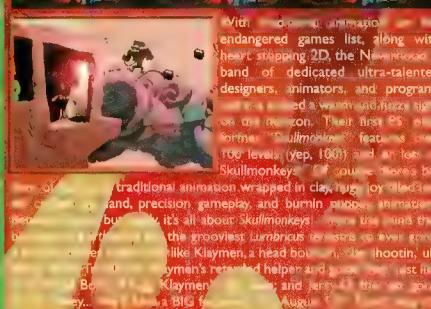
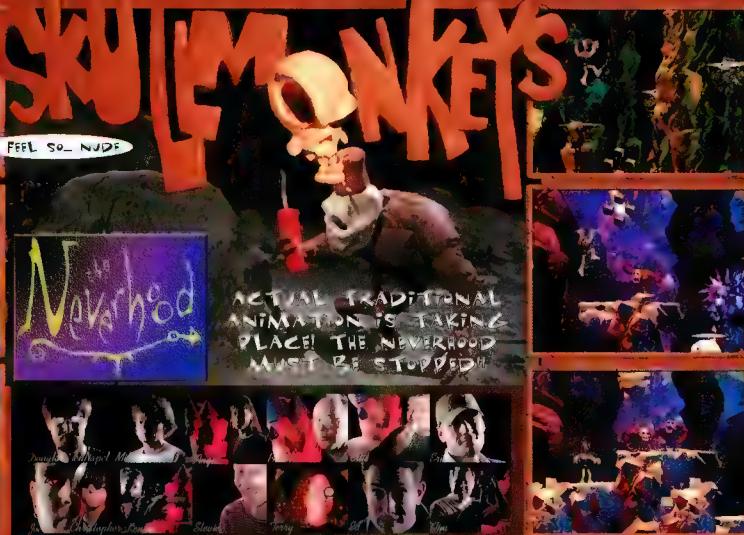
MK: Thank you, and I will.

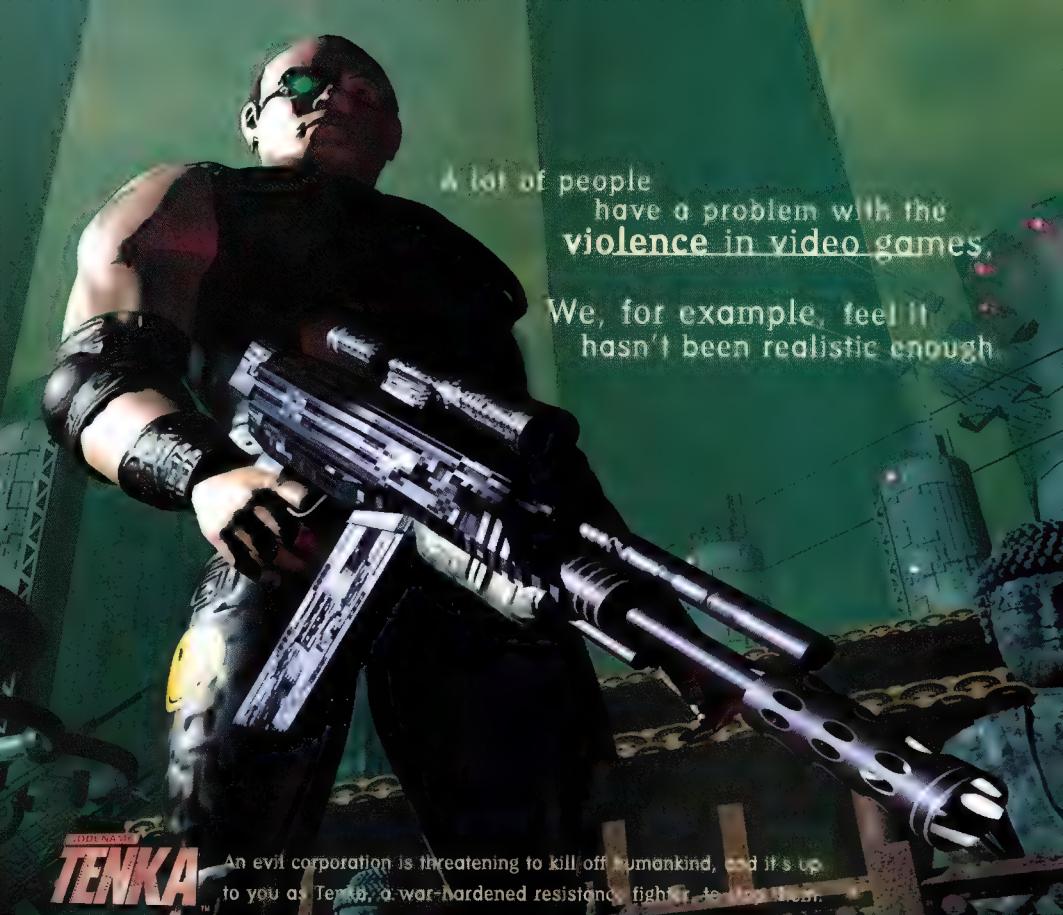
EA's venerable "Strike" series continues forward with Nuclear Strike, the second 32-bit "Strike" game to be released for home consoles.

Answering criticisms leveled by some towards Soviet Strike, NS is designed to be smoother and easier to pick up and play than its predecessor.

Though only about 10 percent complete at this point and further weeks of shooting for the FMV (even traveling to exotic Thailand for some authenticity) remaining, NS should shape up quite well. Keep reading GameFan for the latest on EA's newest "Strike."

IN DEVELOPMENT





A lot of people
have a problem with the
violence in video games.

We, for example, feel it
hasn't been realistic enough.

CODE NAME: **TENKA**

An evil corporation is threatening to kill off humankind, and it's up to you as Tenka, a war-hardened resistance fighter, to stop them.



The first shooter that lets you look up & down, jump and crouch while moving.



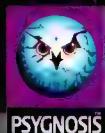
True 3D warzone with polygonal enemies in a rich, seamless environment.



Extensive arsenal of weapons including laser sights, canister for targeted kills.



Check out exclusive reviews on our website: www.psychosis.com



"...super-happy fun" — Game Pro
Non-stop action and excellent graphics

Game Informer

PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc.

PSYGNOSIS is a trademark of Psygnosis Ltd. © 1997 Psygnosis Ltd. All rights reserved.

PlayStation is a registered trademark of Sony Computer Entertainment Inc.

WORLD CHAMPIONSHIP RACING

THE FIRST M2 GAME REVEALED!

Studio 3DO has emerged (phoenix-like) from the flames of the burning dodo console and are scorching a new name for themselves with a truly mind-boggling release for the M2. Should the M2 ever actually appear, you'll be pleased to know that there'll be a phenomenal racing game waiting to be released with it. Of course, further proof is needed, so let us delve deeper into the mysterious world of *World Championship Racing*. [Note that all shots are actual shots running on M2 development hardware, and although we weren't allowed to see the system (it was covered in true David Copperfield tradition with a black silk cloth) we saw no evidence of closet-sized super-computers helping out]

Okay, here's the beef! This is a one player arcade racer featuring a real-time rendered 3D world, employing mip mapping, gouraud shading, alpha channeling and z-buffering capabilities. Cool jargon, eh? This means you'll have almost rendered-intro quality graphics throughout the entire experience. And I write 'experience' because this certainly looks visually more impressive than anything on the market today. Let's get to the most important point: pop-up. There isn't any. Really. None. No, really. After that shock, I viewed the cars during the game; they're between 700 and 900 polygons (less when distant) and look amazing. Not quite as amazing as the showroom cars which weigh in at 2500 polygons and look real. No, really real. These cars form the mammoth MPEG video sequences which the game is packed with (showing cars, cool scenes and astounding fly-bys of the courses), coupled with outstanding red book audio with Doppler effects (crescendos on incoming cars). Take note, cartridge lovers: This is what a four-speed CD system with 8 MB of RAM can accomplish!



The game features analog control, four different perspectives, four pantaloons-sollingly realistic tracks (such as Laguna Seca, Suzuki Raceway, New Orleans and an oval raceway), extra 'Easter eggs' which lead to special fantasy tracks, and those real-time physics which everyone's getting very excited about. What this means to you and me is cool track damage, pixel-accurate shadows, dust thrown up by wheels and tire skids which remain on the track, just for those craving the ultimate racing battle, there's six different computer AIs which react to your position and actions.

Finally (as I'm rapidly running out of space), there's car damage, a cool *Daytona USA*-style proximity map, a crazed Pit Radio teammate who coaches you throughout the race (no announcers here!), the obligatory rear-view mirror, auto-brakes (should you need them), and just about every moving part in your car is tweakable. Pure unadulterated racing fun is promised. And by the demo we viewed, we're gagging for a final copy. Watch this space... **CH**



IN DEVELOPMENT

RAYSTORM

WIN
\$10,000

CONTEST DETAILS
INSIDE PACKAGE

EYE-POPPING HYPER 3D!
TWO PLAYER SIMULTANEOUS ACTION!
ARCADE PERFECT!



Twitch Games
Nothing Else!



PlayStation and the PlayStation logo are trademarks of Sony. English translation © Working Design Inc. Working Designs is a registered trademark of Working Design, Inc. All rights reserved. Call 1-800-771-2112 for Game Rating Information.

Other Entertainment Inc. "RAYSTORM" is a trademark of Tekko Corp. licensed by Working Design. Original Game © Tekko Corp. © 1995 Working Design Inc. SPAZ is a trademark of Working Design, Inc. All rights reserved. Call 1-800-771-2112 for Game Rating Information.

IN DEVELOPMENT

In the quest for marketable product, whether it's a game, movie, or TV show, creative minds often mine the past for ideas and concepts. Like so many other 2D games that have come before, *Pitfall* is about to receive the treatment du jour—a 3D version. Not that there haven't already been updates of *Pitfall*. Does anyone remember the FCI Super *Pitfall* on NES? Maybe not, but I'm sure most will recall *The Mayan Adventure*, which appeared on (of all systems) Jaguar, 32X, Sega CD, SNES, and Genesis. *Pitfall 3D* for PlayStation, however, looks to be the most ambitious yet.

The demo we received had but one playable level, but that was enough to get a rough sense of what Activision is going for. If anything, this game's Harry bears more of a resemblance to Indiana Jones than past incarnations. Can't say that's a bad thing.

Pitfall's new 3D world looks pretty good so far, with a smoothly animated Harry running and swinging through a

solid, real time world. With a former member of AM2 working on the game, that's not too surprising. In addition, a moving camera should facilitate some cinematic moments, all the rage these days.

I didn't see any crocodiles in this version, but these classic enemies must surely make an appearance somewhere. What I did encounter were bottomless pits, scorpions, and big rock monsters. As for the classic Harry swing, rest assured, there's plenty of vine swinging to be done in this game. Only this time, you are allowed to swing into or out of the screen. Hey, they don't call this *Pitfall 3D* for nothing.

As I said, we had a very early version, and there is much work to be done. I didn't see anything dreadfully wrong with what they have already, so let's hope that they can deliver a fun game. That is the point, after all. As always, we'll keep you abreast of this game's progress. S

PITFALL 3D

Beyond The Jungle



THE ARENA
FIGHTERS

"The most realistic fighting simulation on any platform!"

— GAMEFAN Magazine

- Eight real athletes, each with their own fighting style
- Stunning 3-D and 2-D arenas
- Four fighting modes: One Player, VS, Tournament, and Team Battle
- Sanctioned by K-1, the official international tournament fighting organization

Available
March for
PlayStation!



EVERLAST
USA

BLACK BELT



K-1
Arena



© 1997 K-1/Fox, Inc. PlayStation and PlayStation logo are trademarks of Sony Computer Entertainment Inc. All rights reserved. Sega and Sega Saturn are trademarks of Sega Enterprises, Inc.

www.thq.com

T-HQ, Inc., 5016 North Parkway, Calabasas, Suite 100
Calabasas, CA 91302

Visit your local retailer or call 1-800-879-5728 for orders only.

For game tips on our products, call 1-800-370-HINT

\$0.95/min. (automated) • \$0.25/min. (live line-up PST)

Must be 18 years of age or have parental permission. Touch-tone phone required.



EXCLUSIVE HANDS-ON PREVIEW OF THE PLAYSTATION'S
NEXT GREAT PLATFORMING SUPERSTAR...

GEX

ENTER THE GECKO

I rarely fly. Soaring thousands of feet above the planet in a glorified poster tube with wings just doesn't sit well with me. I've got too many games to play to risk smashing into the Earth's crust because Bob the pilot had an altercation with the Mrs. last night. But today I'm making an exception. The opportunity to play a revolutionary new 3D platform adventure has arisen and the lure of a new gaming experience is just to enticing to pass up, especially

when it's from Crystal Dynamics, a company I feel especially comfortable with. So fly I will. I board the riveted tin

cylinder with apprehension, gaze at the pilot... seems chipper enough, and away we go...

The moment you walk into Crystal Dynamics you know you're in a place where they make video games. There's no parking structure, no elevator, no stuffy lobby. Beyond the Summer Lodge like game room (filled with worn bean-bag chairs and game memorabilia) and past half a mountain goat protruding from a hallway wall, I

"Gex is the perfect 3D character! We give the player a completely unique gameplay experience."

reach my first destination: a bean bag chair. (Coincidence? I don't think so). Chip, Steve, Jim... and Gex. But this is not the Gex I once knew. This one is a seamless 3D model, and he's impatiently staring right at me as if to say, go on, give it a try.

Picking up the analog joystick I immediately realize that waking up at 5:30 and boarding a jet

GEX IS AN ALL-NEW 3D CHARACTER, FEATURING LIZARD SKIN TEXTURING,
+ 3,400 FRAMES OF INCREDIBLE SGI-RENDERED CHARACTER ANIMATION!

was well worth it. Gex feels amazing, almost real, as Mario did the first time I played SM64, in fact, the feeling

is much the same. The Gex model (constructed of over six hundred polygons and wrapped in skin) appears extremely life-like. There's no break-up around the joints (knees, elbows, etc.) and he's colored and shaded astoundingly well... not to mention that he's winking at me. I'm standing in a level that's far from being buttoned up, however, as I

"We believe that we have the best digital and analog controls. We give the player free roaming control over every angle, not just the eight directions."

Dan Arey - Lead Designer

take off running, I am amazed... it's huge, the textures are crisp and it's free roaming. Not only are these

playgrounds massive, but they are filled with jaw dropping effects, engaging enemies, and genius play mechanics. Before being wrestled away for a sit down with each team member, I've already arrived at the conclusion that Gex 2: Enter the Gecko will be one of the finest 3D games ever produced. Now it's time to go find out why...



HUGE AND UNIQUE BOSSSES, BONUS ROUNDS, AND SECRET HIDDEN AREAS + HILARIOUS MULTIPLE HIT ENEMIES THAT CHALLENGE ALL LEVELS OF GAMERS

Let's start with Gex himself. He is the star of the show after all. One of the few games to feature a celebrity voice that actually adds to the game's appeal, Gex is once again brought to life by comedian Dana Gould. With over 500 one-liners and celebrity impressions, Gex will seem more alive than ever as he parodies pop culture, TV, and Hollywood's finest, in a Ferris Bueller sort of way. What brings this to light more than ever is that Gex's jaws are an assembly of actual bones wrapped in skin, so he not only says it, he lip synchs it perfectly. Gex has over 125 unique moves/mannerisms, and 3400 frames of SGI-rendered animation. By looking at him, you'd think the PS

"We have 'Triple A' animators working furiously to make our characters stay alive and kicking."

Glen Schofield - Director

had hardware mip-mapping capabilities. He appears seamless even in the most twisted animations. "Flex Gex" real-time collision technology allows Gex to bend around corners and mold to his environment with stunning realism. He looks Matvelous.



ALL-NEW GAME ENGINE PROVIDES BEAUTIFULLY TEXTURED POLYGONS AND 360° CHARACTER CONTROL—ALL AT A CONSTANT 30FPS GAME SPEED!

REZ IS BACK AND ONLY GEX CAN STOP HIM! YOU MUST TRAVEL BACK TO THE MEDIA DIMENSION AND SAVE THE WORLD'S TV!!

Gor Gex, spending his inheritance on a new digital satellite system was the ultimate dream come true. However, locking onto 200 channels of reruns, insect mating rituals (what channel is that on?) and psychic home shopping clubs was not. Still, Gex would not leave his well-worn barks-lounger, that is, until his "must-see TV" faves turned into static. Literally, static.

Suddenly, right out of the movie, these goons in black hats show up from some clandestine federal government agency. It appears that Rez, Gex's arch enemy, has returned, and knocked out the world's TV channels... again! The dudes in the

black hats want Gex to return once again into the Media Dimension... guess they really like TV.

Once deputized into this secret government agency (and rewarded with a cheezo lin badge and, of course, a decoder ring), this lab guy, clipboard in tow, shows up with a hot female sidekick by his side. After a series of tests (anal probe not included) Gex is put on a high tech treadmill (sorry Jane, it's motorized). It begins to frantically pick up speed: 10mph... 20mph... 30 mph... then suddenly just as Gex is about to lose it he sees it! Reaching out of the monitor... Metal. Cold. Sharp. Steel. REZ! Bigger. Badder. Tougher.



Some of the Gex Guys (L to R): Adrian Longland, Lead Programmer; Evan Wells, Senior Game Designer; Eric Elliot, Lead Animator; Mark Miller, Audio/Video Manager; and... Gex!

Sticking with the original premise, as all good sequels do, Gex 2 is set in 8 media theme worlds: Prehistoric, Horror, Circuit Central, Space, Twisted Toons, Secret Agent, Kung Foo, and of course Rezopolis... (but you should see Rez now!).

Once you begin to explore these cavernous environments (both open and enclosed), you immediately realize that Gex was made for the 3D genre. Those infamous suction cup feet of his provide many sparkling moments as you

turn and twist huge polygonal worlds while stuck to the side of a precipice. The roundhouse tail whip is right at home as well.

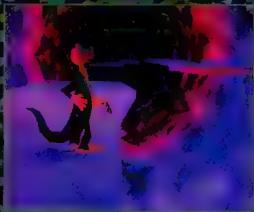
Each level features a three-tiered collectable system. Level specific tidbits are sprinkled cleverly throughout each. Find all 25 of the 1st tier



"We approach each enemy as a mini-boss with multiple states of attack and behaviors." Dan Arey - Lead Designer

and a 2nd will appear. Clear those and a 3rd will appear. These lead to both secret locales and one of each level's multiple endings. Even Gex' power-ups have been suitably tailored for your 3D pleasure. For instance, when Gex' firepower is present (which produces mind blowing fx), he fries his foe by circling them, creating an inner plume of fire... you can imagine the rest...





The enemies themselves are meticulously thought out as each requires multiple hits to defeat. Chuckie, a resident of the horror stage, comes at you (chuckling hideously), knife in hand. Whack him once and his head pops off... now you've got two problems. Chuckie's body stays alive until the head is killed. And so it goes throughout the adventure. Literally every facet

of gameplay is getting similar attention. This is a tightly knit team with one goal in mind: an unforgettable, totally unique 3D adventure for your enjoyment. The creative friendly environment at Crystal tends itself to such an end extremely well; in fact it reminds me a lot of our setup, 'cept it's a lot bigger.

An integral part of making all this work, the cameras (which weren't final for my viewing), are going to be quite revolutionary. The way they're planned to operate is beyond those found in the game Gex will inevitably be compared to, SM64. Hey, all I know is that I saw the PS doing stuff the N64 has not yet accomplished. How they're doing it, well, let's just say that Crystal's always been about quality, but now

they want to win! And with this engine (which took over a year to develop) they are certainly headed for victory lane. Texture warping/break-up, a fatal flaw exhibited in the majority of 3D PS games, has been banished, the peripheral vision is incredibly vast, and even in the absence of hardware z-buffering, the textures look almost as good when you're right on top of them as they do far away.



"We are using a DXF model from 3D Studio around a skeleton from Quas to create characters."

Glen Schofield - Art Director

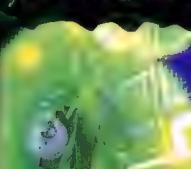
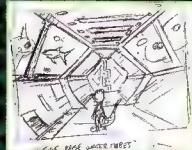
WE'VE CREATED A NEW APPROACH TO MAKING GREAT GAMES - IT'S CALLED "SLAVERY"

I seem enthused, well, it's because I am. Extremely. As one that lives by the platform creed, games like Enter the Gecko keep me glued to gaming. Last year, Crash, Mario, and Lara thrilled me. I considered '96 a very good year. '97, however is shaping up to be a banner year for

gaming. Besides most of those mentioned returning, quality 2D gaming has risen again and 3D gaming continues to progress to a level of playability equal to that of 2D as is exhibited herein. As we usher in the third wave of PS software, developers as committed to excellence as the ones at Crystal are a valuable commodity. I truly believe that Gex 2: Enter the Gecko will be one of, if not the years finest. We'll of course bring you updates and new information leading up to the release of Gex 2 this Winter. Oh, by the way, the pilot botched the landing during our approach to the dinky Burbank Airport and then circled like he was playing Ace Combat before finally touching down. Video conferencing needs to reach the next level...

IT'S ALL ABOUT MUSIC

On soundtrack, I'm happy to report, is getting as much attention as the game. Mike Miller, Crystals resident sound guru, tucked away in a huge dimly lit sound proof room amidst a quiver of musical instrumentation, is crafting an inspired soundtrack that heightens as the game becomes more perilous. It's midi, but it sounds red-book. We started to get into how he's doing it and I just couldn't assimilate the info in the allotted time. After a couple of minutes we decided his vast knowledge about game music (and some deal he's got with like, Thomas Dolby) needs to be made public, so we'll feature an interview with Mike next month. It'll be a great read I can assure you.



Pandemonium 2

NIKKI AND FARGUS RETURN IN A NEW, WACKY QUEST FOR THE COMET OF INFINITE POSSIBILITIES!

Throughout the day as we've traveled back and forth from office to office, cube to cube, we've been passing by the peculiar veiled area

where Pandemonium 2 is being produced and I keep wondering, what could possibly be in there? When the time arises, we pass finally pass through the renaissance like curtains. Manned computers line the corral with a huge table (top a Persian rug) in the center of the fort. Hey, it reminded me of a



BREATHTAKING ENVIRONMENTS ARE EVEN MORE PSYCHEDELIC AND BIZARRE THAN BEFORE!!



fort. Posters, action figures, you name it... stuff's everywhere.

These guys must live here. I think to myself, and again, I flash back to GF where things are much the same. They park me next to Zack Krefting, a Dweezil Zappa like character who wastes no time. He immediately starts demoing the game on a development system and again, I am amazed.

They've essentially taken Pandemonium's most vivid points (heavy camera work and psychedelic landscapes) and injected them with burning ferocity. The textures are insane, not only in detail, but in shape and color. The gameplay can only be described as frenetic. Vertical, horizontal, down, up, in, and around. Pandemonium 2 is an exercise in extreme motion. Zack quickly explains... The designer behind the first game was apprehensive. He thought we may induce vomi-

IN-DEPTH GAMEPLAY AT A FRANTIC PACE!



GIGANTIC BOSSSES THAT STRETCH THE IMAGINATION! THIS DRAGON WILL ASTOUND YOU!



tus erectus (well, he didn't say that exactly), but now, he's gone, and so we're juicing things up a bit. Uh, yeah. I'd say that sums it up.



She s...uh...developed! And she has the outfit to prove it. After Pandemonium 2's opening CG is out, Nikki will probably have her own web page. As for Fargus, well, his happy-go-lucky, pseudo-dorkish demeanor has been washed away. The new Fargus is diabolical, troubled...mad. He now beats enemies with Sid who's become a living boomerang and looks like a cross between an Elvis impersonator, Liberace, and the Joker.

Changes in the play mechanics have taken place as well. Nikki and Fargus can now swim, fly, climb, and grapple. And, in this environment, trust me, these play mechanics take on a whole new meaning. The method of attack in P2 has also undergone changes. If pumping up enemies until they explode isn't cool enough, grab a power-

Nikki, once a cute lil' chick, has grown up to become a complete hotty-pot.

up and fry them to a crisp. Many such fine methods of disposal are available.

The levels themselves are longer and even more (way more) surrealistic compared to the original, and because they display more geometry there's also more stuff in em. The enemy AI is juiced up respectively, leading to more variety in movement and behavior (but don't worry, they still go Duh.). A total of 21 levels will make the final cut including castles, alien landscapes, and even Fargus' brain!



Keeping in line with the original's stunning CG and voice over, P2 will feature professional voice talent to bring the twisted tale to life, and a double-heavy drum-centric jungle techno soundtrack by the fine composers of the original. I saw one boss and it was freakin' unbelievable. Sadly, the game could not be grabbed the GF way so the shots do it little justice, but the dragon on this page attacks with a level of fury and surprise that cannot be explained. Bottom line, whether or not you dug the original (though I'm sure most did), Pandemonium 2 will amaze you. It's everything a good sequel should be, and then some. **ES**

IN-DEPTH GAMEPLAY AT A FRANTIC PACE!



Thanks to everyone at Crystal for making our visit as entertaining as it was informative.



**3D GAMING'S
NEWEST
CRITTER MAKES
HIS PS DEBUT
THIS FALL.
THIS ONE'S
GONNA BE
GREAT!**



CROC

BY THE COAST OF THE COOBOS.

Riding the tidal wave of 3D adventure/platform popularity, created by mega hits like Mario 64 and Tomb Raider, Croc, Fox's new character-driven 3D jewel, is among the best of a new crop headed our way... a resurgence is at hand.

The moment you lay eyes on this visual feast of a platformer you'll know no matter what it plays like, you're gonna make it a point to see every square inch of it. It's just that striking.

Fortunately, Argonaut has focused as much on gameplay as they have graphics.

They've packed Croc with cavernous arenas, towering bosses, clever level design, and enough platform action to appease even the most demanding addict; and it's all surrounded by some of the most lush visuals ever seen in a free-form adventure.

Transparencies, translucencies, real time lighting, crisp texture mapping, gouraud shading, and peripheral vision that stretches far and wide all come together, creating an aura of vastness seldom seen in the realm of 3D gaming.

A cute little reptile with personality to burn and a Japanese persona, Croc attacks in two ways, with the patented head thomp, and by performing his "tail kick".



Travel through 4 islands... Desert, Ice, Forest, and the Castle Island of Baron Dante!



E. STORM
See what happens when they don't send art!





ala Gen. Each is accompanied by Croc's animated personality. Ka-pow!, Ka-smash! he squeals (in Urkel-ese) as he pulverizes Baron Dante's evil underlings.

Like Sonic, Croc spends most of his time freeing captive critters and collecting crystals which, if he's hit, scatter. Collect 50 crystals and earn a bonus. Finish every level with every crystal and get an even bigger bonus. There are over 40 levels in all with a whopping 200 individual game arenas. Hard to fathom, given the amazing visuals in each.

Having played a 75% complete version of

Waddle, jump, swim, swing, climb and smash the opposition with Croc's tail kick!

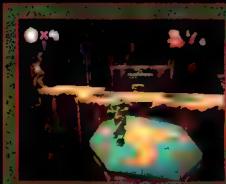


Croc for an hour or so until they wrestled it away, I can tell you first hand that this is a 3D platformer to be reckoned with. While it does borrow from the best in the category, it's got a look and feel all its own, not to mention some of the most creative level design I've seen in some time.

How much Croc resembles a Japanese-style platformer is debatable at best. If I hadn't been briefed, I'd have sworn I was playing an import. The music is distinctly Japanese sounding, and the art style has a distinctly Japanese overtones.

Arguably the craziest, but also the most fun, 3D platforming experience of the year's most memorable platform experiences. A further testament to the PS's polygon processing power (when it's in cartoonland) is at hand.

Rescue the peace loving Gobbo Islanders from the evil clutches of Baron Dante!





NAMCO PRESENTS YET ANOTHER HARDCORE PRODUCTION

ACE COMBATTM 2

FULL-ON FLIGHT SIMULATION...

TAKE TO THE SKIES IN OVER TWENTY BURNING TOP GUN ASSIGNMENTS!

Anyone remembering back to the second wave of classic PlayStation software should look back on *Ace Combat* with fond affection. 'Twas the time when the world was still salivating on the likes of *Ridge Racer* and *Tekken*, and then Namco delivered a cool arcade flight sim. Sure, there was some major pop-up going on, a plum-throated Brit narrator obviously trained by the SNK school of announcers and a frightful two-player mode, but *Ace Combat* sure played a mean one-player dogfight. And now, over two years later, comes the much anticipated sequel, headed for American shores this August. Chief Hambleton launches into a Highway to the Danger Zone and tries to wipe a bogey from his six. Let's see if he was successful...

The entire *Ace Combat* 2 experience simply oozes quality. From our complete Japanese version of the game, I experienced a frighteningly realistic rendered intro (of exceptional quality like the original) before my green wireframe *Ace Combat* 2 logo slammed into view. Time to try my options first, where I find everything from screen size adjustments to control options. Flicking my joypad to the expert setting exactly the size button configuration as

the first but with L2 and R2 for left and right yaw), I began my initial training assignment.

Instead of a fruity and stilted announcer bugging the hell out of me (as in the first *Ace Combat*), I was treated to a real-time pan-around of the rebel base center of operations while a gruff no-nonsense commander rattled off my mission objectives. "Roger that!" The grizzled tough-talker explained the situation as military 'mood' music drummed away in the background, and I watched the stunning wire-frame of the mission area rotating about fluidly in front of me. Every piece of mission data was immediately available at my fingertips. Flicking my helmet visor down, I headed for the hangar. Clambering into my trusty F4, I cleared the hanger bay (where fully rotating real-time planes can be viewed) and took to the skies.

And that's where I've been ever since. This classic arcade dogfighting flight simulation has me hooked in exactly the same way as the first. However, there's a whole bundle of improvements you can look forward to this time around. There's the crackling comments coming in from your co-pilots and wingmen, smooth and constant 30 fps action, amazing in-flight movement and double the number of missions to fly (apparently over 30!). The very fact that the action doesn't ever (and I mean EVER) slow down is obviously due to the supreme 3D graphics engine Namco



developers have honed over the intervening years. This has now reached almost perfection with a re-draw rate rivaling that of *Pilots wings* 64 (however, some hills still look very polygonal and there's some pixelly ground textures). You simply don't need to see further than the re-draw rate, and those grumblings about the ground textures moving slower than they're supposed to when you're skimming the turf are in for a shock; everything moves at a rocketing and utterly believable speed!

increased cash (enabling the purchase of more expensive and even cooler planes). Some of these enemy targets are actual flying aces with suitably unfortunate names ("Maverick", "Goose!", "Ace Gunner!", "Pantaloons King", "Ernest!"... that sort of caper); bag one and you'll receive a special medal (and sometimes a new plane!). Kill all these flying aces to complete your trophy collection and... well, you'll have to wait and see, won't you? What we can tell you is the grading system you'll be

USE SKILLS TO WIN THE WAR!

EXPERT AERIAL COMBAT TACTICS MUST BE EMPLOYED TO PREVENT A REBEL VICTORY!

This graphics engine was what instantly impressed the GameFan posse (look at the screenshots for evidence of the depth of vision, huge skyscrapers on many stages, the ability to fly up through the cloud line to dogfight at insane heights and planes hurtling out of control when they're hit), but *Ace Combat 2* looks to be a lot more complete experience than that. Sure, there's no two-player option this time around (perhaps a wise move after the tragic 'dogfight in a texture-mapped square' of the first game), but the one player challenge more than makes up for that. Now the sorties you'll be launching are a lot more interesting and complex, involving the finest wingmen (code-named 'Slash' or 'Edge'-obviously AC2 developers are rock guitarist fans) who actually take care of business and have more available commands and are therefore of greater use. Also, there's increased artificial intelligence for the enemy pilots. Of course, some of the enemy AWACs and B2 planes are sitting ducks (circle behind these fools and pound away with machine gun fire), but try overstretching your piloting skills and you'll soon be facing whole squadrons of MiGs or F-22s flying insanely acrobatic loops and weaving maneuvers with one target in mind... your sorry rear!

Also present on all of the levels are many optional targets for destruction; these give you

promoted after every sortie gives you numerous cool-looking badges and new-found respect among your flying buddies. But, complete some levels in record time or by killing every single target out there, and you'll be granted a super secret mission...

As you can tell, there's a whole load more flying action on offer this time around.

So, you've got convincing environments, planes with rudders that actually move when you're turning, an abundance of 'airborne combat' tunes (ranging from the ultra cheese-ridden Kenny Loggins rock tragedies to some pretty cool Drum and Bass (er, and even Latino guitar) experiences), simply tons of missions and secrets, some ultra-secret 'military' aircraft to investigate (time to get Fox Mulder on the phone!) and a compatibility with analog and flight-stick joypads. Just what, exactly, could go wrong? This looks to be the most insane dogfighting experience you'll ever play! Find out if I'm dead-on (or completely off target) in the next issue! CH

SUPERB PRESENTATION THROUGHOUT!



P
PREVIEW

RELEASE: SPRING
PUBLISHER: NAMCO
FORMAT: CD
OF PLAYERS: ONE
DIFFICULTY: CHALLENGING
ADVISORY: ADOLESCENT



CHIEF HAMBLETON
AC2 style... in effect!!
Namco's airborne
antics ROCK!!



YET ANOTHER STYLISH ARCADE CONVERSION FROM NAMCO! INcredible New Features and Story Mode! A Whole New Deadly Mission!

The President's daughter has been kidnapped by an infamous criminal mastermind called Serudo Garo and his army of devoted (read psychotic) henchmen, headed up by the scheming Wild Dog. The ransom for her safe return is the right to the throne of a small third world country, and should the government refuse to comply within 24 hours, Garo will send Rachel back to the President.... (dramatic pause) piece by piece! Gasp! You play the part of Richard Miller, a special agent assigned to rescue Rachel from Garo's evil clutches, and put a stop to his dastardly plans before anarchy ensues. Use of deadly force has been authorized.

Although at first glance *Time Crisis* appears to be yet another *Virtua Cop* rip off, dig a bit deeper and you'll soon discover that nothing could be further from the truth. Yes, *Time Crisis* is a polygonal, on-rails 'gun' game, but Namco has added enough unique features to distance their effort from AM2's homicidal classic.

TIME CRISIS

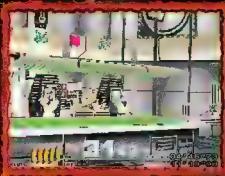
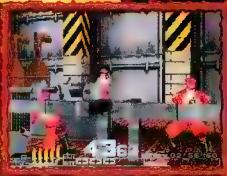


EXCITING SCENES FROM ARCADE MODE

Probably the most innovative feature of *Time Crisis* is the ability to duck behind cover. In the arcade this is achieved with a special pedal, but in the PS version you have the option to use either a button on the side of the Guncon, or (and Namco doesn't recommend this) plug a d-pad into the second port and step on it! Ducking serves to both reload your gun (a non-upgradable six-shot special) and protect you from enemy fire. A strict time limit ensures that you can't just duck forever (hence *Time Crisis*), and you must also duck to avoid environmental hazards such as swinging hooks and rolling crates. Ducking adds a much needed element of strategy to the usual blast-



RICHARD MILLER
SPECIAL AGENT





WILD DOG HENCHMAN

ing formula, and really gives *Time Crisis* a different flavor than *VCop*.

The second major innovation of *Time Crisis* is the importance of time.

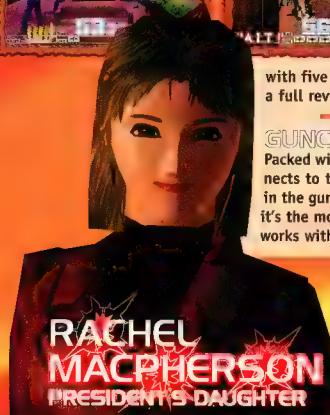
Although you do take damage in *Time Crisis* and can be shot to death (indeed when you first play through the game that's your main concern) as you get better time becomes the primary consideration. Time is more important than accuracy, and getting the best possible score involves finding the quickest possible way to clear an area.

The PS conversion is shaping up just fine, with Sony's 3D powerhouse doing a decent job of replicating the System 22's amazing visuals. The version I played was pretty much complete (only the translation was left) and looked great. But best of all, in keeping with Namco's tradition of beefing up their coin-op conversions, they've included an all new 'Original' story mode exclusive to



the PS version. It's not just an extra level, it's a whole new mission

with five different levels, multiple routes and multiple endings! We'll be back next month with a full review and more info. Stay tuned... K



GUNCON—THE NEW NAMCO PERIPHERAL

Packed with *Time Crisis* is Namco's very own light gun, the Guncon. The Guncon connects to the video output of your PlayStation and actually stores the screen image in the gun for accuracy up to one pixel!! It may not recoil like the arcade gun, but it's the most accurate home light gun ever made. Unfortunately, the Guncon only works with Namco compatible games, the next one being *Point Blank*.



DEVELOPER - NAMCO

PUBLISHER - NAMCO

FORMAT - CD

OF PLAYERS - 1 PLAYER

DIFFICULTY - TRICKY

AVAILABLE - AUGUST



KNIGHTMARE
Guncon: Even without recoil, it's still a kick! DUCK!

R REVIEW



DEVELOPER - CORE

PUBLISHER - EIDOS

FORMAT - CD

OF PLAYERS - ONE

DIFFICULTY - INTERMEDIATE

AVAILABLE - HOPEFULLY NOW



E. STORM

Adventurous little devils, aren't they?



After over two years in development, Core's first ever top-down action adventure is upon us. Developed in the vein of Nintendo's mega-huge Zelda franchise, Swagman not only covers familiar territory, but does so in impressive fashion with added play elements and an emphasis on art and character design.

As the CG intro unfurls, all Swag breaks loose as somehow the pages of the creepy book Zack and Hanna are reading before bed suddenly cause strange occurrences. They somehow open the door to an alternate reality (the one that invades your sleep) and Swagman is the resident evil force. Dreamflight, a band of shapely fairies attempt to warn Zack and Hanna but are quickly captured by the Swagster and locked away in Limbo. Hanna is locked away as well, caged by Swagman's evil invaders (a horde of Gremlin-like demons—playful, but deadly). Zack takes cover behind a stuffed bear and avoids the attack. Now, alone at first, Zack must negotiate the now possessed household and free the Dreamflight one by one, and ultimately face Swagman himself. In order to gain access to the imprisoned Dreamflight, Zack must collect bugs that are strewn throughout the game as directed by the Scarab, the king of Zack's bug collection (broken open by a



LIMBO RESCUE THE CAPTIVE DREAMFLIGHT!





ONE Man. ONE solution, ONE state of mind.
John Cain is the ULTIMATE soldier of the future!

One

ASC has done a few good games in the past, but nothing that really distinguishes them as a major league player. Let's face it: Capcom and Namco are hardly quaking in their boots. Which is what makes *One* all the more shocking. Developed by Visual Concepts, *One* is a 3D action/adventure (emphasis on action) that has the potential to become something truly special. Admittedly, the game is currently at a very early stage of development (the beta we played was only 15% complete), but the framework is in place for an epic action experience the likes of which has never been seen before.

One is set 40 years in the future,



with the player taking control of John Cain, an ordinary man transformed into a lethal killing machine by a top secret bio-genetics experiment. Cain has had his left arm replaced with a state-of-the-art multi-purpose assault weapon, and now thrives on one emotion—rage. The story hasn't been finalized, but apparently Cain escapes the

experiment and returns to his apartment, which is where the game starts. The parties responsible for the experiment want Cain back, and they send a force to his apartment to get him. Cain escapes to the rooftop and the action begins...

The first time I saw *One* in motion it reminded me of *Pandemonium*. The 3D graphics, the large environments, the set paths, the sweeping camera movements all bear more than a passing resemblance to Crystal Dynamics' 2.5D classic. But the moment you start to play the game you realize the differences.

First, *One* features true 3D control. This changes



UP
PREVIEW



DEVELOPER - VISUAL CONCEPTS

PUBLISHER - ASC GAMES

FORMAT - CD

PLAYERS - 1-2

DIFFICULTY - IV/A

AVAILABLE - NOVEMBER



KNIGHTMARE
This One's
gonna be big!

WHO'S THE BOSS?



From what we've seen so far, *One*'s boss encounters are going to be some of the most spectacular ever! In the mountain stage you must lure an attack helicopter into blowing open the side of a heavily armored pyramid by placing yourself in the line of fire; in the monorail stage a giant mechanized beast chases the train you are riding on top of, and in the metropolis stage a vast attack ship shoots at you through a building, sending glass and concrete flying! Trust me, it looks awesome.

the gameplay dramatically, and allows for a much stronger emphasis on both shooting and exploration. The levels can (and do) branch in all directions, while the freedom of movement gives the combat an almost overhead shooter feel. Cain must use a variety of weapon power-ups (plasma cannons, missile launchers, flame throwers, etc.) to battle enemy forces, while at the same time negotiating tricky platform sections. The control is pretty tight, and Cain can run, roll, strafe, hang and climb with ease.



metropolis stage which takes place on rooftops high above the city streets. The camera flows through *Pandemonium*-style set positions to add cinematic appeal to the action, although ASC is planning on making the camera controllable in the final version.

Even at this early stage of development, *One* is looking hot. There's still a lot to do before the game's fall release, but if Visual Concepts can make good on everything they've promised, ASC should have a world class hit on their hands. **K**



Second, the levels in *One* are HUGE with NO LOADING! All the data is streamed on the fly, *Crash Bandicoot* style, resulting in hours of seamless gameplay. Currently there are five stages under development, including a mountain stage with crumbling walkways and high tension wires, an underground monorail stage complete with an extensive train ride, and a



CHOOSE THE CORE THEN EQUIP THE PARTS TO MAKE YOUR MECHANIZED WARRIOR!
FIGHT THE CROME ORGANIZATION! TAKE YOUR ARMORED CORE TO WAR!

ARMORED CORE



Core News Network

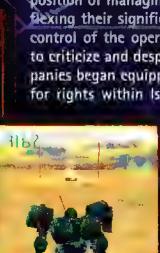
Gamefan reporters shot this exclusive footage from the resistance front line. Mac Core Colonel Mac Jack KCMd allowed our cameras to follow him into battle.

MANIC MECH ACTION! ARMORED CORE IS HARDCORE

A half a century ago, a war broke out in which humans lost all of their land. In this time of upheaval, the ancient bureaucracy of the world's governments crumbled as their administrative abilities failed one by one. With the prospect of losing their land staring them in the face, global conglomerates organized a federation of corporations, and in a last-ditch effort, planned to construct an underground city. The construction of the newly-christened Isaac City (does Ted Lange

live there?) was proceeding smoothly when all of a sudden, the just-formed federation was dissolved under the fair competition policy. Crome, the dominant corporation of the construction, was now in the position of managing this urban project. They began flexing their significant corporate muscle and seized control of the operation. Other corporations began to criticize and despise Crome. In earnest, rival companies began equipping an army and started fighting for rights within Isaac City. In Armored Core, you play as a member of Raven's Nest, a secret police force set up to carry out illegal, though sometimes legal, missions in defense of Crome's interests.

As the game begins, you are required to complete a basic mission to earn some starting credits. Using these funds,



STEP BY STEP GUIDE TO CORE ASSEMBLY

SHOP

SELL

CORE

HEAD

LEGS

MONEY

SHOP

SELL

IRON WEAPON

HEAD

CORE

MONEY

SHOP

SELL

GENERATOR

COMPUTER

ARMOR

MONEY

SHOP

SELL

IRON WEAPON

HEAD

CORE

MONEY

GARAGE

SELL

IRON WEAPON

HEAD

CORE

MONEY

ENERGY AND WEIGHT

1

This is where it all starts. Build your Armored Core from scratch with a measly 100,000 credits. At this stage stick to the basic parts with a cheap and light machine gun. You won't be able to start a mission until you have a complete Core which meets the energy and weight requirements.

2

With the parts in tow, you need to enter the garage to assemble them. Equip each component and keep an eye on the numbers in the bottom right corner. These show the weight and energy limitations of your Armored Core. Choose carefully so that arms, legs and weapons don't go over the limit.



Core News Network

After a hard day's work, Colonel Mad Jack McBad Head has relax with a bout of competitive Core Friction with his comrades. Photo courtesy of Link Cable Productions.

you build your own mech from scratch. From here, you are allowed to tackle missions in the hopes of earning enough credits to build a mech that is powerful enough to survive the more difficult levels. Consistent upgrading of your mech is absolutely necessary for the success of Raven's Nest. And when the number of missions (either successfully completed or not) reaches a certain point, the final mission becomes playable.

The number of ways that your mech can be configured (supposedly over one million) truly adds a level of creativity to Armored Core's gameplay. From replacing bipedal legs with tank-like treads to substituting arms with missile launchers, the mech's appearance can vary wildly—they aren't all humanoid in form. Going one step further, the color of the mech's individual components can be colored with RGB precision. You can also select



P PREVIEW



DEVELOPER FRONT SOFTWARE

PUBLISHER SONY

FORMAT CD

OF PLAYERS 1-2

DIFFICULTY ADJUSTABLE

AVAILABLE SEPTEMBER '97



SUBSTANCE 0
Armored Core is development is hard core.

GARAGE

- GLEAM SASH
- TIGER STRIPE
- STAINED BRONZE
- OUTER BUSH
- TILE PATTERN
- CROSS STRIPES



GARAGE

- STANDARD
- EERIE TISSUE
- VULGER TASTE



GARAGE

- 3
- 4
- 5
- 6
- 7
- 8



GARAGE



CREATE A COLOR COMBINATION TO SUIT YOUR MECH'S TERRAIN

3

Once assembled, the Core can receive a custom paint job. Choose from a variety of styles which can be further edited to suit your own personal taste or more ideally, to match the terrain of your next mission. Forest, jungle, arctic and night patterns are just a few on offer.

CHECK US OUT ONLINE AT

<http://www.gamefan.com>

screen is matted with two roughly square windows preserving the 4:3 aspect ratio of a television. This makes the individual windows rather small but properly proportioned and with a very playable frame rate. However, for the true battle experience, two PS's can be linked up for full screen, two monitor play. Unfortunately, there aren't that many of us out there with the resources to experience this perfect form of two player play, but it's a welcome feature.

There's still a fair amount of work to be done on Armored Core before it's complete. A number

of missions have yet to be finalized, but it's more than likely that the two player battle mode and the customizable mechs will be the biggest draw of this game. With its solid graphics and already polished feel, it has attracted the attention of Sony of America who plan to release it stateside. I'd say that's a pretty safe bet. AC should provide all the mech thrills any sane human could handle.

4

When you have decided on the color, complete your masterpiece with a cool-looking emblem that fits snugly onto your mech's shoulder. Choose from the sample library or design your own with a smart color palette complete with brush styles, shape fills and other painting tools.



PLAYSTATION NATION UPDATE:
NEW CRASH 2 SCREENS!

Coverage has sprang to life rather early regarding the sequel to my favorite platformer of '96, *Crash Bandicoot*. As I'm writing this I've not played or even seen

Crash 2 in motion (it isn't due out for another 5 months or so) but the kind folks at Sony were nice enough to throw me a bone or two.

Among Crash's new bag of tricks are a rocket, which he motors down huge twisting corridors, and the ability to traverse over head grates. As for the levels, they are apparently wider and more cavernous than the previous ones, and now feature

multiple paths. The most interesting new feature to come to light thus far though, has got to be the serpentine effect in which Crash goes from 2D to 3D within the same level, as exhibited in the rainy shot above. The mixing of play mechanics in these levels will be refreshing to say the least. Visually, well, for the second year in a row, you'll be hard pressed to find anything which exhibits this much visual prowess.

As pure platformers go I still consider the original a flawless game (by '96 standards of course) and I expect *Crash 2* to leave a similar impression. The competition will be much more prevalent this year however, so the design team's got their work cut out for them. We're told 8 levels will be playable at the by-now-past E3 so look for more comprehensive coverage in the August E3 spectacular. **ES**



In light of seeing the movie, I can now report that *The Lost World* game actually follows the story of *The Lost World* movie (what little there was) pretty closely. The action takes place on the island where InGen originally created the dinosaurs before shipping them to Jurassic Park, and revolves around InGen's attempt to take dinosaurs off the island—“The worst idea in the history of bad ideas,” as Jeff Goldblum puts it. Obviously the game takes a few creative liberties (you get to see the story from the dinosaurs’ point of view), but for the most part you’ll be surprised at how accurate it is, right down to the final chapter’s taking place in San Diego.

The movies are famous for their award-winning CG, and DreamWorks have done an equally impressive job of bringing the dinosaurs to life on the PS. Their technique of wrapping textures around complete polygon models (as opposed to applying separate textures to each polygon) gives the creature’s skin a

hyper realistic look, especially when they move—their skin actually stretches! The models of the dinosaurs themselves are also excellent, and animate so well (at a constant 30fps) that from a distance they look like 2D sprites.

This beta is one of many we’ve



received from DreamWorks, and shows the game in a near finished state. Nearly all the levels are functioning, more enemies have been added and the FMV is in place (not taken from the movie, unfortunately). Like the original *Jurassic Park* on Genesis you get to control different creatures as the game progresses (Compy, Raptor, Hunter, Sarah Harding and the almighty T-Rex) and each has its own specific abilities. We’ll review *Lost World* next month. K



P
PREVIEW



DEVELOPER - DREAMWORKS

PUBLISHER - EA/DREAMWORKS

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - INTERMEDIATE

AVAILABLE - AUGUST '97



KNIGHTMARE
“With sure, that’s how it starts. Then there’s running, and screaming...”



FORSAKEN

BLAST THE FREE-LOADING SCUM!!!!

Given the success of *Descent* (and its superior sequel, *Descent 2*) it's surprising that we haven't seen more *Descent* clones in the past few years, especially in the console market. PS *Descent* was but a shadow of its former PC self, and *Descent Maximum* wasn't much better. The fact is, the market is ripe for a decent 360-degree corridor shooter right now, and Acclaim may have just the answer...

After an uncontrollable fusion reaction devastates the planet surface, Earth an uncontrolable fusion reaction devastates the planet surface, Earth becomes a lifeless husk, devoid of atmosphere and bathed in searing radiation from the sun. The dead system is classified as condemned, meaning that every free-loading scum in the galaxy has the right to raid the planet and take anything of value. In *Forsaken* you play the part of one of these scavengers, a ruthless mercenary who pilots an anti-grav plowcycle into the now-abandoned Earth settlements in search of fame and fortune. Mostly fortune.

Acclaim informed me that the *Forsaken* beta they were touring with was extremely early, but they could have fooled me! Already the game runs at a near-constant 60fps (yes, 60fps) with detailed polygon environments and some truly breathtaking lighting effects. Although there were only a few enemies present, most of the weapons were working (spectacularly), and Probe claims that they can keep this level of speed and fluidity even once all the enemies and AI are in place.

At present, the control is set up nearly identically to *Descent* (definitely the best format for this type of game) but—thank the lord—the option to totally remap all the controls is already in! In fact, if anything, the anti-grav cycles are even more maneuverable than the craft in *Descent*, boding very well for some fast-paced 360-degree combat in the final version.

Probe plans to include at least 15 different single player levels in *Forsaken*, split over five different zones. There will be 15 different cyber-bikes to ride and 15 characters to choose from, each with their own voice and personality. But perhaps best of all, *Forsaken* will include a split-screen (vertical or horizontal) two player mode, with eight custom designed multi-player levels. *Forsaken* has the words 'potential' and 'hit' stamped all over it. I'll drop some more knowledge the moment I get it. K



P
PREVIEW



DEVELOPER - PROBE

PUBLISHER - ACCLAIM

FORMAT - CD

OF PLAYERS - 1-2

DIFFICULTY - INTERMEDIATE

AVAILABLE - FEB '98



KNIGHTMARE
Descent at 60fps?



CAPCOM'S D&D COLLECTION

Fans of the awesome Capcom coin-ops (and we know you're out there!) should be drooling! The first game in the Saturn *D&D Collection*, *Tower of Doom*, is coming along beautifully—obviously at home on the 2D king. Both *Tower of Doom* (seen here) and its sequel *Shadow Over Mystaria* will be on the *D&D Collection* disc, scheduled to appear on the Saturn this fall. *Shadow Over Mystaria* has been extremely camera shy, but we have plenty of *Tower of Doom* to show in

this exclusive E3 preview.

How accurate is *Tower of Doom* translating to the Saturn? Well, as *Alpha 2* and *Cyberbots* proved, the Saturn just eats up CPS 2 conversions. Whether it's the Saturn's inherent abilities, its additional RAM, or the cartridge RAM upgrade, 2D titles just beg to be on the Saturn. All

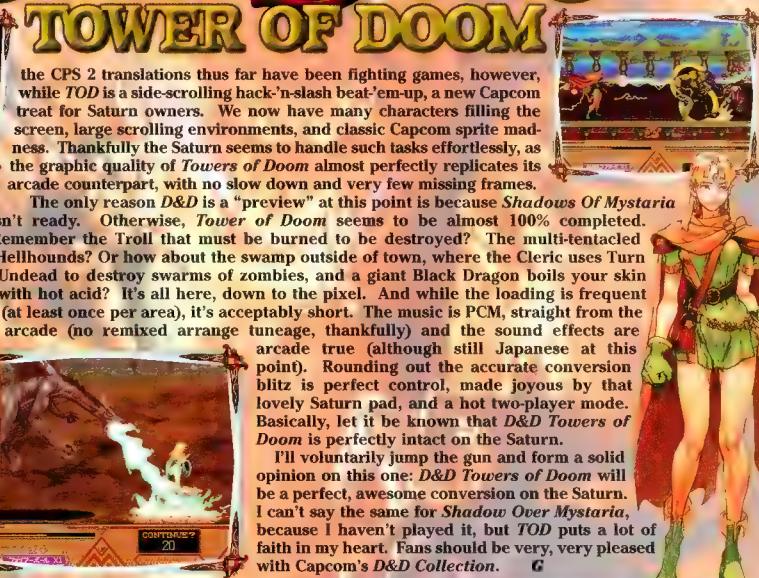


TOWER OF DOOM

The CPS 2 translations thus far have been fighting games, however, while *TOD* is a side-scrolling hack-n-slash beat-'em-up, a new Capcom treat for Saturn owners. We now have many characters filling the screen, large scrolling environments, and classic Capcom sprite madness. Thankfully the Saturn seems to handle such tasks effortlessly, as the graphic quality of *Towers of Doom* almost perfectly replicates its arcade counterpart, with no slow down and very few missing frames.

The only reason *D&D* is a "preview" at this point is because *Shadows Of Mystaria* isn't ready. Otherwise, *Tower of Doom* seems to be almost 100% completed. Remember the Troll that must be burned to be destroyed? The multi-tentacled Hellhounds? Or how about the swamp outside of town, where the Cleric uses Turn Undead to destroy swarms of zombies, and a giant Black Dragon boils your skin with hot acid? It's all here, down to the pixel. And while the loading is frequent (at least once per area), it's acceptably short. The music is PCM, straight from the arcade (no remixed arrange tuneage, thankfully) and the sound effects are arcade true (although still Japanese at this point). Rounding out the accurate conversion blitz is perfect control, made joyous by that lovely Saturn pad, and a hot two-player mode. Basically, let it be known that *D&D Towers of Doom* is perfectly intact on the Saturn.

I'll voluntarily jump the gun and form a solid opinion on this one: *D&D Towers of Doom* will be a perfect, awesome conversion on the Saturn. I can't say the same for *Shadow Over Mystaria*, because I haven't played it, but *TOD* puts a lot of faith in my heart. Fans should be very, very pleased with Capcom's *D&D Collection*. G



**P
REVIEW**



DEVELOPER - CAPCOM

PUBLISHER - CAPCOM

FORMAT - CD

* OF PLAYERS - 1-2

DIFFICULTY - INTERMEDIATE

AVAILABLE - FALL '97

GLITCH

Yeah, yeah... I played D&D in high school... So?





Was it all done, will the PlayStation be remembered as aacer's system? Who knows, but there's a fair number of racing games on the PS (a lot of them quite good) and the struggle for a gamer's coveted attention (and dough) is survival of the fittest. Actually, maybe that's not true now that I think of it. Look at the success of *Need For Speed II*. Alright, so I've just discredited my own point. Regardless, a racing game needs to be pretty decent to succeed, at least critically, and Activision's *Grand Tour Racing '98* looks like it might be well on its way to being just that: pretty decent.

GTR'98 sends you on a globe trot as you race through exotic locales all around the world: Egypt, Easter Island, Moscow, Switzerland, Scotland, and Hong Kong serve as backdrops for your racing pleasure. Even better, each course has at least six alternate routes that can be selected at the start of each race. Not only does this alter the actual path you take around each track, but it can also change the weather conditions, time of day, or even the class of car that you drive. Let's just take the Hong Kong track for example. Select route 1 and you race a sports car through sunny conditions. Select route 4 and you race an Indy car through the sunset. Pretty cool, wouldn't you say?

GTR'98, even in its alpha state, is a fine looking racing game. The courses approach zero pop up meaning you can see really far. In exchange for the expansive view, the frame rate chugs along a bit making the game play a little slowly at this stage, but I'd bet a few dollars that it'll be sped up. Or better be, let's put it that way. Because as it stands, the slower speed makes traversing the track (especially with a NeGon) a little too easy. Fun, but somewhat easy. I'll trust them to rectify. Strangely enough, the two player split screen mode seems faster than one player. Hmmm.

The alpha we received was devoid of any music and the sound effects have yet to be finalized. As is, the cars sound like buzzy gnats. I trust some meaty samples will be in place by the time the game ships. And as I understand it, techno will probably be the black rockin' beat of choice, and I'd say that's a pretty safe bet. Nothing like driving to some pumping tunes, eh?

With a planned September release, *GTR'98* is now in the tricky process of final tweaking, where, as in the editing of a film, a perfect synergy must form between all the disparate pieces. I think they'll be able to pull it off. Please look for a final review in the near future. SD



P REVIEW



PlayStation

DEVELOPER - EUTECHNYX

PUBLISHER - ACTIVISION

FORMAT - CD

OF PLAYERS - 1-2

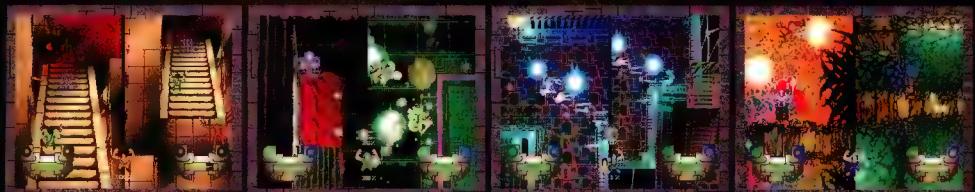
DIFFICULTY - N/A

AVAILABLE - SEPTEMBER



SUBSTANCE D

Yet another PS racing game...



HOT LAST MINUTE ADDITION: 2 PLAYER SPLIT-SCREEN ACTION, NO SLOW DOWN, 24 FPS!

-MACHINE-HUNTER

I've been consistently impressed by Eurocom's progress with *Machine Hunter*, every new version we receive is a marked improvement over the previous. And now, with this last update before the final, *Machine Hunter* has been cured of all its ailments.

Remember my big complaint in past previews? Right, no two-player option. Well, I made it very clear to MGM that I'd be scoring *Machine Hunter* lower if it didn't offer a two-player mode. They said something like: "Uh,

we didn't plan on it, and it's probably too late...but we'll try." Not too assuring. But like Parappa says, you gotta believe. And sure enough, in this latest rev, Eurocom squeezed in a fantastic two-player mode, split-screen no less, with zero sacrifices to the excellent 3D engine. Amazing. A simple commodity, and now *Machine Hunter* is a real contender. Other additions, or should I say refinements, include buttoned-up levels, finalized sound, a few more seconds of FMV, and additional enemies (check out the all-new tanks, cannons, and huge bosses in our shots!).

Machine Hunter is turning out to be a very cool game. The two-player mode is great (thumbs up to MGM for listening), and the 3D engine and techno tunes are top-quality. We will absolutely, positively review *Machine Hunter* next month, so check back with me before you whip out your wallet. **G**



P
PREVIEW



DEVELOPER - EUCOCOM

PUBLISHER - MGM INTERACTIVE

ESRB - E10+

OF PLAYERS - 1-2

DIFFICULTY - ADVANCED

AVAILABLE - AUGUST '97



GLITCH
Machine Hunter is "fast" to many a "droid hunter"

MURDER

DEATH

KILL

P
PREVIEW



PlayStation

DEVELOPER: NEVERSOFT

PUBLISHER: PSE

FORMAT: CD

OF PLAYERS: 1

DIFFICULTY: INTERMEDIATE

AVAILABLE: SEPTEMBER



KNIGHTMARE

Head shot every time.

They said it couldn't be done. A game that took advantage of hi-end PC technology be converted to the PS? Impossible! Only a madman (or madmen) would try. Enter NeverSoft, who in an incredibly short amount of time have not only got the game up and running on a PS, but running well. Obviously, they've had to make some compromises, particular with the graphics, but otherwise this is MDK on PS. And as anyone who's played MDK on PC will tell you, that's pretty exciting news.

As the game's producer - David Hoffman from PlayMates explains - NeverSoft are competent they can include all of the enemy animation, level architecture, and sub games (such as when Kurt turns into a snowboard) found in the PC version and still meet the intended 30fps.

Sony owners can also look forward to a few PS exclusive features such as analog control using Sony's new pad (which actually shakes when Kurt gets hit), and a Redbook audio soundtrack from Tommy Tallarico. NeverSoft are currently toying with the idea of adding some extra lighting effects, though it depends on how much time they have.

Whatever their intentions, NeverSoft certainly have their work cut out for them if they want to meet their August deadline. There's still a long way to go, and as Hoffman points out, if the game doesn't meet with Dave Perry's personal satisfaction, he won't sign off on it! What more of a quality guarantee could you ask for?..... K

CHECK US OUT ONLINE AT <http://www.gameran.com>

SNIPER MODE

When Kurt attaches his gun to his face he enters Sniper Mode. In this mode you can zoom in on enemies up to a mile away (game distance!) and put a bullet through their eye without ever being spotted. It's a technological feat, and although the PS version isn't quite as accurate as the PC, it's still mighty impressive. However, NeverSoft are having trouble implementing the three bullet cameras (which track your bullet as it travels) and they may have to be left out.

Alien Fiends Beware...



So, what have we learned about Blasto since we last met? Well, we know that it's a major title for Sony, that it sports a super hero with a massive upper body and Yosemite Sam's legs, and that software mip-mapping and z-buffering are being implemented in software, the result being clean textures up close



Blasto is coming!

CHECK US OUT ONLINE AT <http://www.gamefan.com>

U
UPDATE



PlayStation

DEVELOPER - SONY

PUBLISHER - SONY

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - ?

AVAILABLE - FALL



E. STORM
It's all about Sony style. You gotta reckonize!

he does warping we see so much. As far as the game play goes, judging by these early screens, Blasto is obviously a 3D adventure loaded with hot pyrotechnics, inspired lighting effects, lots of play mechanics we know he flies, for one

and smooth polys as you pass, without any of that thing) and lots of shootin' stuff. Yeehaw! Textures are currently being added to further enhance the visuals, which I'm told look phenomenal in motion. It'll all be perfectly clear soon enough as Blasto will have been played by all in time for our post show report next month. **ES**



NAMCO

NAMCO MUSEUM VOLUME IV



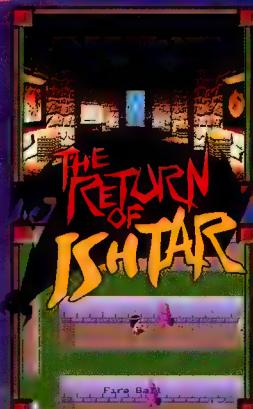
Look, it's another *Museum* from Namco. Featuring more classic titles, Volume 4's exhibits include *Assault*, *Pac-Land*, *Ordyne*, *The Genji* and *Heike Clans*, and *The Return of Ishtar*.

Like other Museum releases, Volume 4 has all the amenities you've come to expect. You've got your game art and the elaborate virtual museum itself (which is quite cool in Vol. 4). As for the games, it's your usual mix of titles that are fun to revisit and those that are simply just "there."

Here's a quick rundown on everything you'll receive when you pick up Volume 4. *Assault*, the neat rotating overhead tank game is, surprisingly enough, compatible with Sony's dual analog stick. Overkill? To be sure, but cool anyhow. *Ordyne* is still a simple and cutesy side-scrolling shooter. *Pac-Land*, with its strange side-view perspective, will probably only appeal to those with a *Pac-Man* fetish. *Genji*, which if anything, is a side-view engine, is a side-view sometimes engine, taking some time to play.

Heike Clans (sequel to *Tower of Dracula*), though not as bad as the Beatty/Hoffman megaflop of the eighties, is a rather mundane action RPG, that again, can probably only be appreciated for its sentimental value.

If you ask me, pretty much any game that's on a Museum collection is sort of beyond any manner of harsh criticism. Simply enjoy these classics for what they are and what they were. SD



R
REVIEW



DEVELOPER - NAMCO

PUBLISHER - NAMCO

FORMAT - CD

OF PLAYERS - 1-2

DIFFICULTY - INTERMEDIATE

AVAILABLE - JULY

SUBSTANCE D
How about another trip to the museum. You're cultured, right?



Poy Poy

KONAMI SURPRISES THE NATION!!
MULTI-PLAYER MAYHEM AT ITS BEST!!

Poy Poy (AKA Pokey's Point) is what I like to call a 'party game: a novelty title that succeeds purely on the basis of its multiplayer mode. Obviously that means it's a game that can only be truly appreciated if you have the right setup (i.e. multi-player pads and three friends who don't suck at games) but in the right conditions such titles can produce some of gaming's finest moments. Case in point: where would we be without the ultimate party game, Bomberman?

The principle behind Poy Poy is as simple as it gets: Enter one of six different arenas with three other contestants and just throw stuff around. Preferably at each other. That's it. No punching, no guns, no combos - just throw stuff. You can throw rocks, logs, eggs, bombs, boxes - heck, you can even throw each other. Anything not attached to the ground is ammunition! Every time you get hit (or are thrown) you take damage, and the last person left standing is the winner. Game Over.

Ok, to be fair it's a *little* more complex than that, but not very. There are environmental hazards to be avoided (like whirlwinds and dinosaurs), dozens of special throws to choose from and different characters with varying physical attributes. But no matter how you dress it up you're still just chucking things around.

Thankfully, chucking things around in Poy Poy is a blast! The controls are instinctive and responsive, the gameplay is fast and competitive (ganging up on the leader is a must) and once you get the hang of things you realize that there is some strategy in there. Kind of. The graphics are smooth and clean, if a little simple, but they fit the tone of the game perfectly, as do the whimsical tunes and effects.

If you're in the position to enjoy four player multi-tap gaming on a regular basis, then I'd say Poy Poy is a must buy. It's up there with Bomberman and Death Tank at the top of the multiplayer gaming ladder. Just don't even consider it as a one player game. One final observation: It seems to me that Poy Poy would make an excellent N64 cartridge. How 'bout it Konami? K

FIND HIDDEN SURPRISES!
SECRETS LURK IN THE
CONTEST MODE!!

R
REVIEW



DEVELOPER KONAMI

PUBLISHER KONAMI

FORMAT CD

OF PLAYERS 1 TO 4

DIFFICULTY EASY

AVAILABLE JULY



KNIGHTMARE
The best party game
since Bomberman!

THE LEGEND COMES HOME FOR THE LAST TIME...
FINALLY THE WAY IT WAS MEANT TO BE.

STREET FIGHTER II

• C • O • L • L • E • C • T • I • O • N •

There are three video games worthy enough to truly be called *legendary*. One created the side-scrolling action game. One created the console role-playing genre. The other created the fighting game. These three games are *Super Mario Bros.*, *Dragon Quest*, and *Street Fighter II*. *Super Mario Bros.* and *Dragon Quest* are console originals, and for time will remain perfect, in their original state. *Street Fighter II*, however, is an arcade game. Think about it; up until now, every version of *Street Fighter II* you've played at home has been flawed. There has been no feasible way to truly own *SFI*...until now. Utilizing the power of 32-bit, Capcom is creating carbon copies of the coin-op *SFI* and *Super Turbo* for the Saturn and PlayStation. Unfortunately, many *SF* fans' absolute favorite, *SF Turbo*, is not included, but the super-secret bonus hidden game (we can't say anything yet 'cause it'll be very, very happy with it. Truly a game you never expected to get at home)

makes up for this loss.

As conversions go, *Collection* is pretty damn exact: Besides some minor frame loss (mainly on the four New Challengers) that could very well be fixed, this is the arcade game. Akuma is also immediately selectable in *Super Turbo*, but besides that you're getting the arcade games. It does seem odd to include *Super* as *Super Turbo* has original character codes, but... without it, it just wouldn't be a *Street Fighter* collection, now would it? (Hint!)

We'll have a review of *Collection* for both Saturn and PlayStation as soon as Capcom makes a final version available. We (meaning me) can't wait to reveal that hidden third game... until then! —SNR



J. CAPCOM

J.B. CAPCOM

PlayStation

FORMAT CD

OF PLAYERS - 2

DIFFICULTY - VARIABLE

AVAILABLE - SUMMER

SHIN BOX

笑止!!



P
PREVIEW



DEVELOPER - TOP DOG
PUBLISHER - ASC GAMES
FORMAT - CD
AVAILABLE - NOVEMBER '97



GLITCH
Take It to
the...?

One of last year's best off-road racing games is back for a second time in *TNN Hardcore 2*. ASC and developers Top Dog are preparing the sequel, featuring loads of new tracks, trucks, and insane conditions.

ASC is ambitious. They claim to have an amazing 60 fps engine in preparation for *Hardcore 2*. The version we played was definitely NOT pulling 60 fps, but more

power to 'em if they can get it up and running. Either way, *Hardcore 2* is a sequel in the purest sense of the word. This time around there's 16 all-new tracks, including The Grand Canyon, Las Vegas Desert, Colorado Mountains, New Orleans Swampland, and Indoor Stadium. They're much bigger than the tracks in the original *Hardcore*, with huge, wide open environments, and massive dips and hills. Expect 10 new trucks, all of them highly detailed models designed from the ground up.

There will also be a number of other features, including night time driving and weather-related conditions (snow, rain, fog, etc.) More *Hardcore 2* details should be coming soon, including (hopefully) a few new playable tracks. **G**



COLLIDERZ



a huge problem. In an effort to end the madness, the CCL (Colliderz Combat League) was formed in order to sort out all alien disputes race under one set of rules. That's the exciting (if light) story behind *Colliderz*, ASC's upcoming entry into the cyber-sports genre.

Colliderz is a September title, and as such the gameplay is still very early. Commanding small hovering vehicles (not people or cyborgs) you must battle for possession of a floating glow-ball and launch it into the opposition's goal to score. Thus far, ramming the competition is enough to get control of the ball, but that should change as ASC are planning to add weapons to the multitude of selectable vehicles. By project's end, the total amount of unique *Colliderz* crafts will number in the thousands!

Colliderz will feature loads of game modes, including championships, tournaments, and grudge matches. Expect 16 teams, 20 arenas, power-ups, shields, and a multi-player mode. You can also customize your team, vehicles, and weaponry to meet your personal preferences. Well, that's it for *Colliderz* at this point... We'll keep you in the loop. **G**



P
PREVIEW



DEVELOPER - AUREWILDA ENT.
PUBLISHER - ASC GAMES
FORMAT - CD
AVAILABLE - SEPTEMBER '97



GLITCH
Another year
of cyber-
sports...

IN DEVELOPMENT

HOLY SCOOP-TASTIC, BATMAN! GAMEFAN HAS A HOT EXCLUSIVE INTERVIEW WITH THE CREATIVE YET CRIMINAL MINDS BEHIND THE INCREDIBLE, ALL-NEW PLAYSTATION BATMAN GAME



BATMAN ROBIN

To the disgust of the assembled GameFan posse (except perhaps for Shoshni), Chief Hambleton recently stripped butt-naked, covered himself in tape, struggled into a tight rubber outfit and a pair of pointy ears and leapt from building to building. This strange summoning ritual was so uncover the latest scoop on the new

Batman and Robin game. Fortunately, his bat-signals weren't in vain as scooting across the Atlantic from their Croydon (near London) headquarters came Joe Bonar (Project Leader) and Guy Mills (Lead Art



HOLY SCREENSHOTS BATMAN! EXCLUSIVE BATMAN & ROBIN PICS

GameFan battled for many hours to wrestle these burning shots from those caped crusaders of justice. Batman and Robin is in two distinct parts; a Tomb Raider-style score through various Gotham locations interspersed with a Die Hard III-style epic race through the streets in the Batmobile. We spoke to Probe at great length about the size of the game, the differences between this and previous Probe products, and just why they've got a special 'cape' programmer working solely on the Bat-team's wafting rubber cloaks. The result is a somewhat 'freeform' interview, packed with all manner of interesting tidbits. We take up the 'chat' as we watch the Batmobile zip around a 3D polygon city...

JB: Essentially, what we wanted to do was to take the technology that we used in Die Hard With a Vengeance and expand on it so you have really huge environment. We originally planned on Gotham being 60 square kilometers, but you kept on getting lost!

CH: Batman has started driving the Batmobile to the Batcave, cutscenes. Is there a sequential plot or can you essentially go anywhere?

JB: Batman has received a letter ciphered a cloak you'll never give anything obviously on this game like "GO TO THE LAIR OR PICK THIS ITEM AND DO THIS" you start in the Batcave and must use teamwork problem-solving abilities. Batman will see a cipher on the screen on his computer and act on it. Based on game progress...

CH: So this is a lot more capitalistic than just a diversion of the usual Batman side-scrolling beat 'em-up?

GM: absolutely. Gotham is ten

kilometers big, totally open and you can travel at any time.

However, the two guys have got their own agenda. They're up to no good

and acting out the roles they play in the film. Mr. Freeze is going to be knocking off the Diamond King, stealing stuff from them, and then freezing the whole city. He's doing exactly what he does in the film. You have to get there before he does, or, while he's there in order to kick his arse [Note: British terminology for the American word 'ass']. If you kick his arse, he'll regroup and carry with his objectives, as will Poison Ivy.

CH: Batman has entered the museum now. Tell us about the cutscenes.

GM: In order to provide you with a more 'filmic' experience, you go to the door, and when it opens, the whole building is swirled in real-time. This gives a cinematic feel to the setting while the game feels very CD-ROM-ish in the world, but the real-time cutscenes keep you engaged in the environment. You've never walked in the environment of a game like this or seen how Robin was created.

CH: What's the most interesting place where you set up your cameras? Robin's lair. Which is a vampire lair now. It's kind of like a Mayan pyramid with crystal before Mr. Freeze does



HOLY RGB SCREENS! THE FIRST SHOTS OF BATMAN & ROBIN, THE GLORIOUS 3D ROMP THROUGH THE STREETS OF GOTHAM CITY.



HOLY PROGRAMMERS, BATMAN! JOE BONAR, PROJECT LEADER

"Essentially, what we wanted to do was to take the technology that we used in Die Hard With a



In fighting mode and paces around a little more slowly in detective mode. You have an action button which is used to look, examine, use or fight, kick or punch. All three characters [you can play as Batman, Robin or Batgirl] have loads of fighting moves and each individual has some unique special moves. Batgirl has some dirty [Note: British terminology for the word 'unfair' or 'dastardly'] moves; Robin has some dirty moves as well. They're a little bit like combos. When you get into a fight, the camera moves slightly up and to the side so you can see a bit more of what's going on.

You can side-step, climb and jump and have a lot of 'bad-gadget' stuff as well. Warner Brothers has kindly let us use some of their Hasbro toys so we can have some fairly devastating weapons in there. Batman will also have his unique style of fighting you'll be able to hold a bad guy up and smack him while at the same time pushing someone behind him. And then's loads of big weapons as well! You can also swap characters at any time. You must return to the Bat-Cave though. However, you could play Batgirl all the way through the game, but you'd have to play a sneaky game. I'll give you an example. Say you came into a huge room to Batman and it was full of bad guys. You'd beat everyone and continue. But Batgirl would have to climb up onto the balcony and sneak past. She's the only one who's fight enough to stand on the balcony. Similarly, Batman has great strength, but his weight can trigger traps that other characters can avoid. Robin is the medium character between the two.

Ch: Is there going to be a set of difficulty levels?

JB: No. The reason is that if we have three characters and loads of difficulty settings, we'd be developing for another year! But it starts off straightforward and gets nastier the further you go along. Eventually, the whole of Gotham is frozen, and then you'll have to change your mode of transport. Also, each character has two different costumes. Batman has a really cool armored costume which he uses later into the game. Really nice and silver!

Ch: What about replay value?

JB: The game isn't the same every time you play it. There's a game clock which runs over three days, and certain events will happen at set times. What we've also done is produce other events between the set events that occur randomly. You know what's coming next, but not exactly where it's going to happen or when it's going to happen. Clues help you to find these things out. But it's not so random that it becomes annoying. We're also taking advantage of the fact that Batman is such a top bloke [Note: British terminology for the expression 'great guy'], and can't stand to see anyone suffer. There'll be muggings going on in the street, and Batman will be driving to the

HOLY MOTION PICTURES, BATMAN! ACTION FROM BATMAN & ROBIN

"We've been very lucky in getting snippets of dialog from the actual movie, as well as the faces for the entire main cast."

Diamond Mart, he knows Freeze is there, but someone's robbing a bank nearby. "Oh what am I going to do? I know, I'll beat these guys up and hope to get them in time!"

Ch: Are the actual actors recording speech for the game?

JB: We've been very lucky in getting snippets of dialog from the actual movie, as well as the faces for the entire main cast. We wanted to enable a player to actually take part in the movie they'd just seen and to further suspend their disbelief, we got the real (dialog). For example, Arnie says [adopts unconvincing Scandinavian accent] "Chill!" You've got all the great one-liners. We want to give the player an experience. However, you don't have to watch the film to play the game, but it might help!

Ch: How long has this game been in development?

JB: Well, since *Alien Trilogy* started [around mid-1995]. We took the best bits of *Alien Trilogy* and *Die Hard* and refined it and refined it some more. *Batman* as a project has been around for about 11 months [as of Friday May 2, 1997] and we've got about 4 months to finish and then test it until we're happy with it. It will be tested at Probe in May.

Ch: The game certainly looks impressive enough. Did you make a conscious decision to try something different?

JB: This was an absolutely 100 percent conscious decision to get away from *Final Fight*. It really isn't like any other previous Batman game. Originally it was going to be a first-person [Doom-style], but we really wanted to put the cape in, and so that we could see the Batman model, we zoomed the camera out and we thought, "Aw this just looks so COOL! But how are we going to do the cape?" We're tackling the cape problem in four ways; in software as a sprite, part of the soft-skin and er, another way that I can't remember.

Going back to the soft-skin again, the character is made up of bones. The motion that we capture is applied to the bones, and then we have a skin over the top which is a mesh of polygons. Then a piece of software defines the relationship between the bones and the skin. A hard skin on an arm crunches into the body with polygon break-up. A soft skin stretches the polygons instead to make the character more natural.

With the cape, we tried animation and sprites, but it was too time consuming; it would have taken our animators three months just to draw every eventuality, and a great fat sprite would have looked mad! Drawing each sprite would have driven our artists completely bananas!

and would have looked a bit pants as well [Note: 'pants' is a British expression, in this case used to mean 'unconvincing']. So what we did was construct it in software. They said it couldn't be done...but we did it! We've attached an 8K mesh of polygons and made a flag algorithm so when the character moves, the cape flows with it, falling off the elbows and creating a realistic effect [Note: The effect is very similar to the warps in *Turok*. The model pushes the cape out rather than jutting through it. We have a 'cape programmer' skilled in pure maths who's working the next three months to program it all]

Finally, this game is cerebral. I think people are tired of just hitting enemies on screen. Of course there's character battles, but I think people are ready for a more thoughtful style of exploration play. And of course, you get to drive all the cool vehicles!

Ch: Thank you very much for taking time out to show us the game.

Chief Hambleton and the entire Gamefan staff would like to thank Joe Bonar, Guy Mills, Acclaim and Warner Bros. Interactive.



HOLY SKETCHINGS, BATMAN! GUY MILLS, LEAD ARTIST

"There's FMV in it as well, but the real-time cut scenes keep you in a believable environment."

FELONY 11-79

Some remarkably 'kerazy' car antics are soon to appear courtesy of ASCII and their newest (and certainly best) racing/carnage title, *Felony 11-79*. A direct port of the Japanese title *Runabout*, ASCII has wisely decided to bring this over to America as soon as possible and with good reason: those gamers weaned on a diet of *Ridge Racer* and *Twisted Metal* are going to adore this epitome of arcade cruising carnage! Why? Because it features all the best parts of these three titles and mixes them up into a perfect driving frenzy!

First, there's cars... 22 of them. Yep, that's right! And these aren't your average paint-swapped racers either! Nope, we're talking limousines, Mini Coopers, street sweepers, scooters, Lamborghinis (even a tank); you name it, *Felony 11-79* has a drivable version in here! Sure, you start with four cars, and then (with the police hot on your tail) you cruise through road blocks, over billboards and through hotel lobbies in a frenzy of driving annihilation in downtown and seaside areas of Japan, Chinatown and Paris!!

So, you're flying down the highway with the cops hunting you down and suddenly... BAM! Your already-molested motor bursts into flames! Time to hop out of your vehicle and hunt another down! Then the nail-bitingly tense action continues as you hit-wire your next motor; it screeches into life and you swerve to dodge entire squads of the law's finest. "Traffic laws? Pah! Ramming speed!" was the scream as insanely packed streets were weaved through in an epic chase to rival *The Italian Job*!

Add to the mix some real-time light-sourcing and car deformation ("Oops, me wheel's off" - you'll cry as sparks light up the underside of your car), completely navigable streets and different secret vehicles appearing depending on your progress, and you're well on your way to understanding how hot this game looks! In fact, the only problem we have is the game's actual title. After phoning the L.A. Sheriff's Department, we were told that a "Felony 11-79" was "failure to appear in court" so quite why the cops are responding to a Felony 11-79 in progress" (to quote ASCII's advertising blurb) and thirty cop cars are chasing your player across town for a late judicial appearance remains somewhat of a mystery to us. But hey, the game looks so good, we'll let ASCII off on good behavior.

CH

100% SPEED!

P
G PREVIEW



DEVELOPER - CLIMAX

PUBLISHER - ASCII

FORMAT - CD

OF PLAYERS - 1

DIFFICULTY - N/A

AVAILABLE - 3RD QUARTER



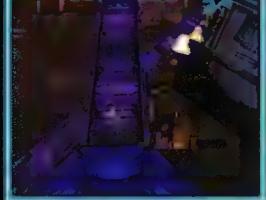
CHIEF HAMBLETON
Cool car carnage
courtesy of Climax





Z-APOCALYPSE

"STARRING" BRUCE WILLIS



This month, GameFan get their hands on a two level playable demo of Activision's forthcoming shooter—the first ever videogame to star a major A-list Hollywood star: Bruce Willis. The demo is ultra-early (almost pre-alpha) but the various gameplay elements are starting to come together, and even though there's a long way to go, we were still able to get a sense of what producer Michael Kirby and his team are aiming for: a modern update of classic overhead shooters like Commando and Star Wars.

The playable demo consists of the first two levels of the game: the prison stage, where Troy Kincaid (Bruce Willis) breaks you out, and the rooftop stage immediately following. The levels are large (Activision has employed asynchronous loading) with detailed environments and interactive scenery. I particularly like the *Froman*-style prison cells that you run along on top of as you make your escape, with screaming prisoners contained within.

Activision has wisely decided to go with a *Robotron X*-style control setup (the four main buttons fire in all four directions), leaving the L and R buttons free for secondary functions like jumping and crouching. It's an instinctive system, and one which demonstrates Activision's commitment to solid gameplay. With a project this big, it's nice to know that the developers have their feet firmly planted on the ground.

Currently, Bruce Willis' character is not yet implemented, but in the final version he will act as a computer controlled player 2, fighting alongside you and responding to your performance with comments and actions of his own. The intelligent camera system was also not functioning properly, though occasionally it would move to set a tag for dramatic effect, like looking down at you as you jump the gap between two rooftops. More as we get it... ■

P
PREVIEW



ACTIVISION

ACTIVISION

CD

1-4 PLAYERS - 1

NOVEMBER - 94

1994 - SEPTEMBER



KNIGHTMARE

Snatch TV meets
Commando, in 3D,
starring... Bruce!

G-Police

PSYGNOSIS • SHOOTING • WINTER

Psygnosis' Fall appearing as one of the year's most anticipated titles, this *Blade Runner*-inspired shooter was thought lost forever when it disappeared from the release list last year. Well, it's back, and looking better than ever. *G-Police* features an impressive real-time 3D environment, fast action, and over 35 varied missions all wrapped around a unique concept and solid storyline. Piloting a heavily-armed Havoc jet helicopter, it is up to you to keep the streets and skyways of Callisto (yeah, the Jupiter Moon Callisto) free from evil—meanwhile trying to solve the mysterious death of your sister, a former *G-Police* pilot. Look for a preview in our E3 report next issue!



Tomb Raider 2

EIDOS • ADVENTURE • OCTOBER

Now this is the game to watch for. *Tomb Raider 2* takes the captivating play design from the original and massively upgrades it with much more intricate levels, all-new day and night modes, the ability to ride a jet-ski, new weapons and items, new hair styles (!) and much, much more. Look for a full preview, along with a bunch of new shots, next month. For now, take a look at these pictures and dream. Less than four months to go!



(Please note: These shots are from the PC version.)



COMING SOON: PLAYSTATION

COMING SOON: PLAYSTATION

• Colony Wars •

PSYGNOSIS • SHOOTER • WINTER



• Overboard! •

PSYGNOSIS • ACTION • WINTER



• Carrom Shot •

ASCII • SIMULATION • WINTER



• Return Fire 2 •

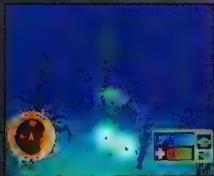
MGM • ACTION/STRAT. • WINTER



... of new
and many re-
treatments, etc.
A list of new
conditions like new
radios, modern
and an enhanced one
new fire rate, and the
that the award-winning original *Return*
fire 2 is designing this action, could
be the basis of all of their games.

• Treasures of the Deep •

NAMCO • ADVENTURE • WINTER



Treasures of the Deep is the latest PlayStation title from Namco. Hunting down fabled lost treasures, you'll explore the depths of the ocean and battle the occasional giant, scaly beast. The game's creators are the same folks responsible for *Black Dawn*, and after the success of *Black Dawn IV*, Namco has purchased the rights to distribute *Treasures of the Deep*. It's not clear why, though. Despite being an underwater *Tomb Raider* by many titles, *Treasures of the Deep* offers you more than just hunting down ancient artifacts and battling giant sea creatures. You can explore the ocean floor, swim into ancient ruins, or protect a rare breed of whale from imminent bombing. While most of the missions are based around finding and protecting treasures, other levels deal with environmental issues such as saving a whale. As you can see, *Treasures of the Deep* has high potential to become one of the most interesting number of "must have" PlayStation titles. Look for it in December.



• Psybadek •

PSYGNOSIS • RACING • WINTER

Leave it up to the team who brought us *Wipeout* to create a new look in racing games, this time in the form of Psygnosis' *Psybadek*. Don't let the name, or strange characters, deter you from this totally intuitive racing/platforming title. With a graphical look apparently influenced by Japanese Anime, *Psybadek* puts you in the role as a deformed little dude, who has to out-race (and out-perform) the competition in order to save his friends. Sure, it looks and sounds silly, but Psygnosis promises a fast engine and lots of fun... Who knows, this could be the surprise hit of the year! Reubus, our resident *CoolBoarders* expert, can't wait to see this one in action!

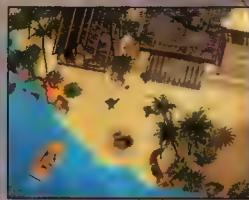


COMING SOON: PLAYSTATION

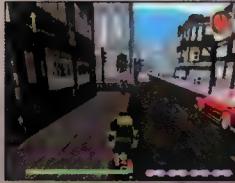
COMING SOON: PLAYSTATION

• Army Men •

BDO • ACTION/STRAT. • EARLY '93



The image shows the cover of the comic book 'Gotham City Sins'. It features a man with a beard and mustache wearing a red and black balaclava over his eyes and mouth. He has a serious expression. The background is a colorful, slightly blurred cityscape with buildings and a rainbow-like glow.



Courier Crisis

BMG • RACING/ACTION • WINTER



Clock Tower

ASCII • ADVENTURE • FALL

If Grand Theft Auto had been made like anything else that's ever come out, it could be described as fun. At least, I'm not the only one who thinks so. ASCII is bringing over one of Japan's most popular horror games, *Clock Tower*, to America. This game puts you (or your computer) in the shoes of a student at a school for the deaf. You play as a young man who tries something he's never done before: stupidly obvious computer hacking. To do this, he must solve the accompanying puzzles. Familiar themes like *Resident Evil* are present in a dark, atmospheric setting. You'll have to search through the school for items to help you solve the puzzles. You'll also have to fight off the many zombies that are lurking around the school. From what we've seen of the game, it's a solid effort to bring *Clock Tower* to the PC. ASCII has done a good job of porting the game over, and we're looking forward to seeing what else they have in store for us. Clock Tower is a game that's sure to keep you entertained for hours on end.



Motor Mash

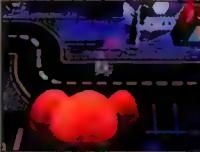
TBA • RACING • TBA

"More fun than a drunk baboon. On roller skates." Well, that's official. I guess that doesn't get you excited about *Motor Mash*. Anyway, once you get over that unsettling quote, the rest of the game is looking better. *Motor Mash*, to put it simply, is a racing game filled with themed tracks and silly drivers. It does have some problems though, and the track design (filled with interactive shortcuts)

for more on *Motor Mash* in an upcoming issue of GameFan. Um, maybe.



Please note: These shots are from the PC version.

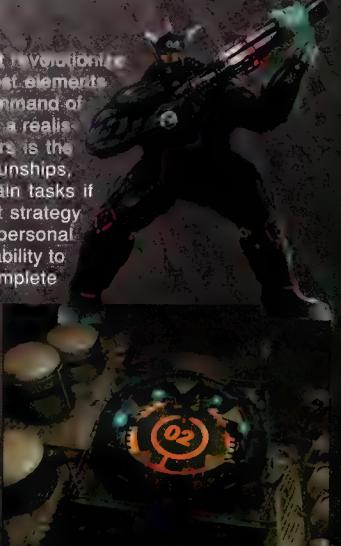


COMING SOON: PLAYSTATION

• Uprising •

BDO • ACTION/STRATEGY • EARLY '98

Uprising is a 3D action strategy game from Evolution Software. Combining the best elements of both genres, Uprising puts you in command of a massive, fully upgradeable army in a realistic 3D world. Incorporating the best of tank-based shooters is the ability to command both步兵 (infantry), tanks, gunships, and aircraft. You must complete certain tasks if you want to move your army forward. And as in most strategy games, along with your personal mission, Uprising also boasts the ability to play through several campaigns complete



• Shadow Master •

PSYGNOSIS • SHOOTER • WINTER

Shadow Master is due to hit the holiday season in December. It is the latest game scheduled for release by Psygnosis. The following gameplay information will give you an idea of what Shadow Master could turn out to be like. Shadow Master is a visually stimulating action game set in a futuristic world. Based on the futuristic designs of British designer Roger Dean, the game features a detailed 3D world with atmospheric and dramatic graphical effects (including all dynamic lighting and the almost-instantaneous shadows). Each mission takes place in a different part of the 3D world, infested with species of alien life forms which include giant spiders, giant scorpions, and the like. Also, most of the missions require you to complete some story-based task (such as protecting an alien colony, or destroying a reactor), and many also feature some spectacular looking bosses to fight.



IN DEVELOPMENT

Recently, Knightmare traveled to Todd McFarlane's studios in Phoenix, Arizona to talk to the Canadian artist about his role in the creation of the *Spawn* videogame, amongst other things. This is what happened...



GF: How did *Spawn* come to life?

Todd: I guess I created him in about '78-'79. Everybody doodles. As a comic book guy, everybody creates their own characters. So by the time I broke into comics in '84, he was just something that I had in my portfolio. The tougher part came when we actually started Image [McFarlane's publishing company] and I had to give a life and a universe to this guy.

GF: What sources did you draw on for inspiration?

Todd: I had to ask myself, what's this guy gonna be about? And the easy answer is What if I was *Spawn*? What would I do in this situation? Given that I don't really consider myself to be a strong writer, you just have to play to your own strengths. So who do I know better than anybody else? Me. And who's important to me? My wife, Wanda.

GF: *Spawn's* wife is also called Wanda.

Todd: It's not by accident that *Spawn's* wife is named Wanda or that his best pal is Terry Fitzgerald. I just inject personal things in the book. But you know, I don't pay attention to that anymore. People just think it's a joke when they meet these characters in real life. "Yeah, sure, you're Terry Fitzgerald!"

GF: *Spawn* has a very stylized look. How important do you consider that to the book's success?

Todd: That's the biggest thing that anybody can come up with. What sets artists apart is their style. Not so much their talent, although talent is tied into style, but more the idea of how does each artist paint that apple. And then mix that in with the body of work and do enough issues of a character and all of a sudden it just clicks. It's like Flash isn't the coolest guy on earth, but he's been around forever. Everybody knows Flash.

GF: Do you read a lot of comics?

Todd: No. Not now.

GF: But you used to?

Todd: I used to read a lot of comic books. I also used to watch TV and go see the odd movie.

GF: Were you influenced by any of these things?

Todd: What I put into my work are the things that I remember about the other stuff. Not what it actually was, but what I remember it as being—the sensation that I was left with. And that's the sensation I try to convey. *Spawn* is about mood, and about atmosphere, and weirdness, and an attitude. It's not just about a guy who's 6 foot 3 and has to find his wife. It's about the bigger element.

GF: Is there a kind of *Spawn* that's sort of the comic-book stuff. Any particular reason?

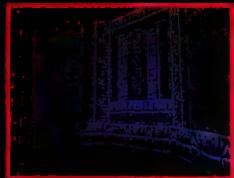
Todd: I just like the creepy stuff. The weird stuff. Once you have that piece in your brain, and obviously I got it there... I just like to play with it. I don't need to be inspired by too many things. I'm just, "Oh, that's kind of creepy, I'll use that." I just make stuff up.

GF: You do that a lot.

Todd: Ok. I had to convey the essence of evil. So how do I do it? Well most people see good as white and bad as black. Even in cowboy movies. So evil is black and that means that evil manifests itself at night, when there's no light.

"*Spawn* is about mood, and about atmosphere, and weirdness, and an attitude."





The people who get *Spawn* are also the people who play videogames.

Ok, so who are the conduits of evil? Who absorbs the evil on the planet? Well my wife's a biologist and I remember her saying that worms don't have eyes. They're creatures that live under the ground in darkness, and if they ever come to the surface, because they have no eyes, they're still in darkness. So somehow worms are the sponges of evil. Now a worm in itself isn't creepy, but if you take 10 million worms and you pour them over someone, then that's the coolest thing! So all of sudden you do the thing where he's got worms all over him, or he's got worms in his mouth, and it creates this great effect. The end result is actually much cooler than the beginning which is: I need something without eyeballs. You go, "Whoa! Worms! Millions of worms! Conduits of evil!" That's a kooky thing!

GF: Are you worried about the religious implications of *Spawn*'s story? Are you trying to interpret the bible?

Todd: Actually I find the best thing to do is just make stuff up. If you stay too true to the bible as is, that's almost more insulting. It's almost better to just go 25 feet away from it.

GF: From your talk earlier I got the feeling that you're not really that interested in videogames. Does that mean you're not interested in the *Spawn* game?

Todd: It's not that I'm not interested in the games, it's just I'm not very adept at them. I mean, I'm a psycho for hockey and I can't even skate! So it doesn't preclude me from being impressed by a game. It's just that if you gave one to me, I wouldn't really know how to work it. What I'm more concerned about is to think, "What would be cool if I could play?" I just pretend I'm a pro. I go, "If I was making a *Spawn* game I'd like this and this and this."

GF: So what kind of input have you had on the *Spawn* game?

Todd: Well obviously all the big stuff. You know, the characters and the levels.

GF: How did you have influence on the way the game plays?

Todd: What has ended up happening is that my ignorance of games is actually beneficial. I'll ask them [Sony] about things which may or may not be possible in a game, and sometimes I'll trip over an answer which is, "We never thought of that. We can do that—it's just nobody's ever asked that question before." The last time Sony was here we went over 25 things and on at least three of them they were like,

"Why not? We can do that." I didn't know that you couldn't. I didn't know there were games out there that didn't do that.

GF: Can you give us an example?

Todd: Well, for instance when *Spawn*'s running through the catacombs and there's light hitting him, why can't the light affect him? Why isn't he lit? And also every time he's running, why is everything in the background kind of straight line straight floor stuff? Why is the perspective always so square? Can't we tilt some angles? Because depth comes from creating more than one or two planes. In comic books you can stretch and contract the panel to create the illusion of depth. But because the plane of your TV screen is always the same, and because you can't move the camera around too much, the answer is to create the depth in the environment.

GF: How do you do that?

Todd: Ok, let me give you an example of something I think we're gonna put in there: *Spawn*'s running through the catacombs. Why does he always have to run kind of forward? Why can't he hall squeeze or taper? Then maybe he'll have to turn sideways, and kind of inch himself through. Or why can't the ceiling lower so that he's got to get down and crawl and then come out. I mean it's still basically getting him from point A to point B, but what it adds in my mind is body language. If he just runs the same way as a 100 other characters then what makes the game different? That's what I'm concerned with. I know you have to do things basically within a set formula, but is there anyway we can add a little salt and pepper to the meat?

GF: Are you happy with the way your characters look as polygon models?

Todd: They've explained to me that there's two different ways to do it. You can go the polygon route or you can go the 2D sprite route, where the characters actually look photo-realistic but it limits the gameplay. Given that we didn't have access to the movie costumes or some of the really cool stuff when the project started, it was like, which one of the two methods would give us the most creative freedom? Especially since we're dealing with a lot of figures that aren't human. I mean, I can see that in *Mortal Kombat*'s case, where you've got real people, it makes sense to use digitized graphics. But we're dealing with some really odd shaped creatures. They're not men in rubber suits. So let's do the best we can given that this is the box we have to

work within.

GF: Do you think videogames are an appropriate medium for *Spawn*?

Todd: When I started this big roller coaster ride, I felt that there were four areas which were important: TV, movies, electronics and toys. I thought that, if I could hit all four of those blocks, then I could build something very strong. And electronics and videogames is one of those blocks. It's not a throwaway idea. "That's toothpaste and that's the other stuff." Because it's the same kind of audience as the other parts. The people who get *Spawn* are also the people who play videogames.

GF: You think there's a crossover in the audience?

Todd: Sure. But on the other hand, there's a lot of people that buy videogames that have never even heard of *Spawn* or seen one of my toys and maybe won't even go to the movie. But if the videogame is cool and has this eerie atmosphere and is something that doesn't try to pander, then maybe when they see a commercial that has all those same edges to it, they might be more inclined to go, "Well, the game's kind of cool and if the movie's anything like the game..." And I'm not saying the movie is like the game, but I think the edge is the same on both of them, and if you like the dark, moody atmosphere of the game, and the creepiness of it, then I think you'll like the other things I do.

GF: You mentioned earlier about your plans after *Spawn*. Do you ever feel the need to start something different?

Todd: A part of me says, "You've done *Spawn*, you've hit this market, now try something else." The two markets that I haven't hit are adults and kids. You know, the mom that won't endorse *Spawn*, and the kids that are too young for *Spawn*. My guess would be that if I was to exercise anything further down the line it wouldn't be, necessarily, more manifestations of my adolescent stuff, although I think that's the coolest pool to dip into. But I'd like to say here's something for Dad, here's something for the teenagers and here's something for the kids and they're not connected. I got a 5 year old kid. They're not going to watch the animation. So I'd like to do something for them.

GF: Thanks for your time.

Todd: No problem.

ARE YOU READ
TO POUND 64-
BIT CLAY?

As key elements begin to be installed into Interplay's much anticipated first N64 release, *CF 63 'n a third*, the designers' vision of a comical parody of *MK* and *SF* is beginning to take shape. Carried out on both the Genesis and SNES with good results, the sparkling new N64 seems more than up to the task of taking clay poundage to a higher level. The huge 3D arenas are extremely well textured and the characters look almost real.

albeit in a Play-Dough kind of way.

Most notable in this 75% burn were the new "breakthroughs." In each area, doors/barriers leading in surrounding structures can be, well, broken through.

Should you beat, slap, or smash your opponent into one, the both you will quickly find change of

ClayFighter 64

venue/locale. Some areas feature multiple possibilities so depending on which arena is turned, as you might know, you can take the fight in a variety of directions. Whether or not these determine where the round will take place has yet to be determined.

Eleven initial characters have been chosen to pound 64-bit clay, five returning: Mr. Frosty, Blob, Bonker, Icky Bod Clay and Taffy, and six new: Kung-Pow, BoogerMan, Abungan, Ho-Ho Cop, Lady Liberty, and Dr. Kuhn. FWIW along with others TBA will be selectable via a secret code (shhhh) which Interplay will release after the game debuts. If we find it before hand, well, we will of course leak it, as any respectable publisher would. (I'm kidding of course.)

As far as the gameplay thus far is concerned there's some good news, and some bad. Of course,

IF YOU CAN BEAT
ME, YOU CAN
EAT ME!



DEVELOPER - INTERPLAY

PUBLISHER - INTERPLAY

FORMAT - 64-BIT CANT

UP TO 4 PLAYERS

DIFFICULTY - ADJUSTABLE

AVAILABLE - JULY

E. STORM
IT'S ALL
ABOUT
POUNDING
64-BIT CLAY!



the game's not near done so the bad will likely be corrected. Good, are the combo engine, control, graphics, light sourcing, and sound. Bad, is the game's speed and character animation. While enough (barely) frames do exist for each character, they currently move at such a low frame rate it's as if every other frame is missing. This seems easy enough to fix (add frames) so I'm confident the final will be fluid. As for the game's speed, the options menu exhibits three settings, normal, whoa, and "are you nuts?" So, presuming this version is running on normal, which I'm quite sure is the case, it's safe to assume that the speed problem is a non-issue. Also problematic in this version were the camera positions. It's hardly worth mentioning since I've been assured they're being fixed, but in case they're not, well, better safe than sorry. The circumference (wow, big word, huh) of each playfield is littered with polygonal objects like crates, lab equipment, tombstones (well, you get the picture). Since they turn as you move within them, these objects come directly into view, often hiding the action until you move into the clear. I imagine that in the final they'll either go transparent or the camera will adjust by panning up. Either way, it's on the list of fixes as the game enters its final month of programming.

Once the final touches are applied expect nothing less than a fighter which not only looks fantastic but plays great, offers some new innovation and a few laughs as well. It's all in a good clay's work.

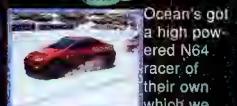
ES



LAMBORGHINI 64

Titus' Lamborghini 64, due in quarter 3 (along with just about everything else), features four different racing styles: Arose, Tournament, Championship, and Time Trial. The mention of a secret mode as well. But hey, look at these

visuals huh? Wooo! There's only four tracks and, er, four cars (including that luxurious beast the Diablo SE) and a split screen mode is offered as well. There's a big ol' crop of N64 racers headed our way. We'll have more on this one real soon.



Ocean's got a high powered N64 racer of their own which we played extensively and were quite impressed with. *Multi* should be finished by the time you read this and is scheduled to appear in June. We'll review this first reality based N64 racer in the August issue.

MULTI-CHAMPIONSHIP RACING



TOPGEAR RALLY



P PREVIEW

NINTENDO 64



CHIEF HAMBLETON
No hideous cruisin' antics around here!

Boss Game Studios has been busy creating the first real driving game for the Nintendo 64. No plumbers on buggies or laughable cruisin' antics going on here; simply a load of polygon cars, huge roaming tracks and enough graphical prowess to gobsmack any potential driving junkie. With a September release currently scheduled for *Top Gear Rally*, we molested an 80 percent complete copy for an afternoon. The idea of *Top Gear Rally* was obviously to look at the most successful racing games (notably *Sega Rally* and *Ridge Racer*) and grab the best features while implementing a ton of extra cool innovations to improve on the already-winning formula. Once you're jolting down the muddy roads of *Top Gear Rally*, you'll immediately see the influences. The result looks to be a graphically impressive and marvelously playable rally racer with more cool features than should really be allowed for one



video game.

Undoubtedly the finest aspects of *Top Gear Rally* are the car physics. There's one word to sum up the way the cars move: Boing!! That's right; each of the eleven motors available has four-wheel drive independent suspension, meaning that it drives exactly like a rally car should. Hit a sand-dune and you'll actually see your car's wheels whirl and grip separately as the car spins back onto the track. Of course, that's not all; everything from the suspension to the shocks and the steering to the wheels can be changed, depending on your preference for off-road driving. Finally, in a nod to the cool feature present in *Ridge Racer*, Boss has gone one step

further with their "design your paint job" option. Now you can scrawl and dab whatever you want on the entire exterior of the car! It's as if a mini version of *Photoshop* was added for your artistic enjoyment! Watch for the Hambleton mobile when the review



3D CAMERA ANGLES

You can also take your throbbing motor for a ride in three different perspectives; chase car, hood and cockpit, and afterwards, there's always the two player mode to tangle with (complete with less impressive re-draw rates but little slowdown)! Finally, that "kerazy" accessory, the Rumble Pak, is even catered for, so you too can experience a heavier joystick, a lack of saving and then a "pager buzz" every time you hit a tree...

DIFFERENT WEATHER CONDITIONS!

Despite the lack of different textures, Boss has still squeezed in even more additions, such as the ability to race each course in fog, rain, snow, at night or in clear weather. These features are great; in particular, the fog mode shows how the game would have looked if the *Cruis'n USA* team had got their hands on this game, the snow mode features the entire track re-texture mapped, snow tires and spin-outs, while the clear weather features... wait for it... almost no pop-up!!

comes trundling by!

At the present time of writing, the cars (all modeled after real-life vehicles as any car buff can instantly tell) control like nothing else. As far as I'm concerned, this game has the best control of any rally racing game. And it's all about analog control, baby! Tweak the 3D stick slightly and your car's wheels shift a little. Yank on that control and your tires twist at insane angles, causing your vehicle to wrench to the side. Instantly intuitive,

the actual play mechanics impressed me the most. Want to live a little more dangerously? Then try hand-braking around every corner! Accelerate and Brake together locks the back wheels, enabling some rather hairy skidding to be attempted (I must stress the word 'attempt' here), but once you've mastered the handling, you'll realize what sort of freakish math-based geniuses Boss Studios must have to implement the car movements. Add to the package some real-time car deformation ("Watch



out for that rock!!" KRUNCH!!) and some really wicked jumps and you'll soon recognize what success Boss could achieve with this game.

Of course, all the physics in the world ain't gonna mean diddy squat if the tracks aren't up to scratch. Well, this is where I'm reserving judgment until the review. There's five tracks in total (Desert, Jungle, Coastline, Mountain and er, a secret one which we can't tell you about...), and for the most part, these are great. Cities, dirt tracks, secret routes and the very best undulating terrain combine. However, I was slightly worried by a couple of factors. Firstly, there's the sheer length of the courses... they're massive! So what's the problem? Well, with such an immense set of courses (one lap takes well over two minutes of professional driving), I found myself a little 'out on my own'.

"Where's the other cars? I'm sure I passed one a couple of minutes ago..." Unfortunately, there's some really ugly and blurred 2D 'screens' of trees as well (think *Mario Kart 64*), and I also had problems

with the track texture-maps; they're repeated much too often, leading to an unrealistic look on many rock, hedge and wall textures. But hey, that's the limitations of the cartridge format for you...

Despite these flaws, I'm sure you'll recognize that this game looks hot!! Aside from texture-map problems and some pretty horrendous music and sound-effects (perhaps Nintendo should have rethought that lack of sound chip in their hardware), this had me hooked for my entire afternoon. We also desperately encourage Boss Studios to include a load of the really cool debug features we saw in the final version (flying cars, 'z-buffering only' mode, chrome cars, that sort of thing) via a 'Turok-style' code system. And while you're at it, how about an ultra-cheesy announcer singing "Game Over... Yeahhhh!!"? That would, as they say, rule. However, whatever the case, Boss Studios seem to have excelled in the area of quality racing, and *Top Gear Rally* should storm the game starved Nintendo 64 market come September. Look out Namco... CH



Extreme G

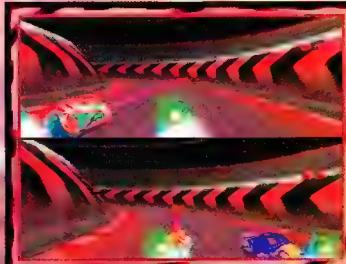


With the futuristic video game racing craze still in full effect, we knew it wouldn't be long before the Nintendo 64 jumped on the bandwagon and a 64-bit hyper-sled journey began. Along came Acclaim's Probe (those *Die-Hard* gents from Croydon, England) to fill the gap with the astonishing *Extreme G*. I write 'astonishing' for a number of reasons, the main one being the similarity between this and *WipeOut*. It's as if those Brits wandered up to Liverpool and kidnapped the Psygnosis crew for a couple of months; *Extreme G* isn't just a subtle nod towards a PlayStation classic, but a shockingly similar mimic, from the *Designer's Republic*-influenced decals to the roadway environments, weapons and... er... everything else.

However, to avoid courtroom-tastic confrontations, some attempt has been made to differentiate the two games. For a start, you ride on bikes instead of sleds, the tracks are much more impressive... and, erm... that's it. The cycles of *Extreme G* weave and bob about the tracks with eye-popping realism, and so they should; they're very impressively animated, swaying

and bobbing just like those bikes in *Tron*. But the real stars of the show have to be the tracks themselves. Now I'm prone to a spot of raceway fever as much as the next lunatic, but the rollercoaster ride present in *Extreme G* had me reaching for my barf bag quicker than a Kenny G sax solo. The courses literally drop straight down into a vertical plummet, and then wrench you back upwards with an incredible sensation of speed. You'll be frantically lurching from one side of the raceway to the other in a desperate attempt to thwart that maniac behind you, and then the track mutates into a twisting corkscrew and you'll be zipping back upside down with the previous track underneath you! Motion sickness? Yes please!!

The fun doesn't end there either! Up to four players can wrestle for control of their bikes, and Probe has assured us that no detail or loss of speed will occur (mind you, that's what was said about *Mario Kart 64*). Add to this some... interesting music (classical, jazz and techno) and you (hopefully) have a sure-fire contender for fastest racer ever. Now if only that damn mist wasn't so intrusive... CH



**P
REVIEW**

NINTENDO 64

DEVELOPER - PROBE

OF PLAYERS - 1-4

PUBLISHER - ACCLAIM

DIFFICULTY - N/A

FORMAT - CARTRIDGE

AVAILABLE - NOVEMBER '97



**CHIEF
HAMBLETON**

Damn... mist again!

A NINTENDO 64!



COMPLETE THE SURVEY BELOW AND YOU COULD WIN A NINTENDO 64!

We need to know who you are and what you're playing so we can better serve your specific needs. We'll enter each entry in a drawing and give away a Nintendo64 with Super Mario 64 to the lucky winner. The winner's name will be published in a future issue of GameFan. Xerox copies are of course welcome (to save the page).

Your Name _____ Age _____ Address _____

City _____ State _____ Zip _____ Male _____ Female _____

1. Which system(s) do you currently own?

Nintendo 64 _____ Saturn _____
PlayStation _____ Super NES _____
Genesis _____ GameBoy _____
GameGear _____ Other _____

2. Do you have regular access to a personal computer?

Yes _____ No _____

3. Approximately how many hours a week do you play?

Home Video Games _____
Arcade Video Games _____
Computer (PC) Games _____

4. Have you ever visited a video gaming website?

Yes _____ No _____

5. Have you ever visited www.gamefan.com?

Yes _____ No _____

6. How many games do you buy per year?

_____ Video Games _____ Computer Games

7. How many games do you rent per year?

_____ Video Games _____ Computer Games

8. Approximately how much do you spend on electronic entertainment each year? \$ _____

9. What are your favorite types of games?

(10=favorite, 1=least favorite)

Action _____	Action/RPG _____	Adventure _____	Driving _____
Fighting _____	Platform _____	Puzzle _____	Simulation _____
Sports _____	Strategy _____	RPG _____	Other _____

10. Where do you buy most of your games?

Dept. Store _____ E. Boutique _____ Babbages _____
Software Etc. _____ Toys R Us _____ Sears _____
Toy Store _____ Mail Order _____ Other _____

11. Where do you buy most of your magazines?

Software Store _____ Grocery/Drug Store _____
Book Store _____ Mini Mart _____
Newsstand _____ Subscription _____
Other _____

12. How much time do you spend with each issue? _____ Hrs.

13. How many times per month do you refer to the issue? _____

14. Do you plan to buy the next issue? Yes _____ No _____

15. How many people look at your issue? No. _____

16. Which other video game publications do you read?

Name: _____

17. My household income: (check closest answer/optional)

\$20,000-\$30,000 _____ \$30,000-\$50,000 _____
\$50,000-\$70,000 _____ \$70,000-over _____

18. What other activities do you enjoy?

Music _____	Sports _____
Movies _____	Internet _____
Other _____	

Send completed Survey to: Reader Survey 5137 Clareton Drive, Suite 210, Agoura Hills, CA 91301 all entries must be received by August 31, 1997. For a complete list of rules and details send self addressed envelope to the address above. Void where prohibited by law.

saturn

playstation

VS.

RESIDENT EVIL

SURVIVAL HORROR COMES
TO SATURN...

resident Evil. For PlayStation owners, the mere mention of it sparks images of perfect, precise game play, a more story and excellent graphics. For Saturn owners, the name, Resident Evil, envy. Come on, Sega! Unless the hardware's ratio the Saturn enjoys, you want Resident Evil. You have.

You've waited that long for what's around the next corner. Acting... you've craved that since the days of perfect B-movie acting... you like so many overripe thrillers. The night that is Capcom.

Or you will as soon as it's finished.

In case you've... um... you've been living in the last year (you just have to love Nick Rox writing!), the story of Resident Evil is this: It's July, 1998. A series of bizarre murders have been occurring in the Arlaby mountains that surround little Raccoon City. The victims, to borrow Chris' dialogue from the intro, were apparently eaten. Raccoon's crack S.T.A.R.S. (Special Tactics And Rescue Squad) Team has traced the perpetrators to a seemingly abandoned mansion high in the mountains, and they both their Alpha and Bravo teams in to investigate. When Bravo Team's helicopter crashes and the pilot of Alpha's is scared away, however, the members of S.T.A.R.S. are left to fend for themselves against legions of zombified dogs. Apparently, only four members (who change depending on which character you choose, Chris or Jill) make it to the mansion alive, and

RESE



ZOMBIES! DOGS! SHARKS! BEASTS! RECKONIZE!!

it is here where the true Resident Evil's gameplay. Sure, the engine and puzzle elements rowed from the Alone those games didn't have checking to see how many remaining or watching hawk. In RE, you're or supplies early on. You way to win, unless you bleed and never get hit. However, bleeding-edge gameplay (by playing Chris) coupled with Resident Evil so memo

Alas, the graphics. PlayStation version. Er...uh... sorry. Flat good. No gothaud should take their toll. This version will be impressive.

We'll have a review let's hope the rum prove to be true!

ntmare begins. It is all about survival: were borrowed from the Dark series, but you constantly need any bullets you may have. Your supplies like a really screwed up if you waste bullets can get into situations where there's literally no way to defend yourself, must of us agent madmen. It's this type of can make mistakes, especially if you're in the lushious able.

o, they're not as good as the PlayStation version. Why? The shadows aren't blue, hear? Backs. But seriously, they aren't as rendering, lighting, or transparencies respectfully, this is on. Of Resident Evil Saturn soon... of new, Saturn exclusive features

NR

saturn

playstation

MUCH
MORE
RES.EV.
COMING
SOON!!

P
PREVIEW



DEVELOPER - CAPCOM
PUBLISHER - CAPCOM
FORMAT - CD
AVAILABLE - 3RD QUARTER



HERC'S ADVENTURES

Everyone's got their own wish list of old 8-bit games they'd love to see get a next-gen makeover. Personally, I would donate *Imbi* to see 32-bit versions of *Phantasy Star*, *Metroid*, *Bare Knuckle*, a 2D *Contra*, a real *Shinobi*, *Gunslinger Heroes*, *Rolling Thunder* and nearly all of Capcom's coin-ops, circa 1990. But here's a 32-bit *Zombie's Are My Neighbors* if I start.

That's right: *Herc's Adventure* is a ZAMN³ in all but name only. It's by the same team, it has the same control and item system, the same gameplay, the same wacky sense of humor—it even has some of the same enemies (those Martians sure get around). Of course, that's not necessarily a bad thing. ZAMN was a great game, and *Herc's Adventure* retains all the twisted sensibilities that made ZAMN so much fun. Unfortunately, it also retains the look and feel of a 16-bit game. Now, personally, I don't have a problem with that, but if you're the kind of gamer who lives for fancy graphics, then *Herc's Adventure* isn't exactly going to blow your skirt up.

To be fair, *Herc's Adventure* is more like a ZAMN RPG than a straight sequel. Instead of ZAMN's linear level structure, LucasArts have opted for one single giant world map (Ancient Greece), which never loads. As you journey further into the game you are called upon to perform various sub-quests, battle bosses and occasionally travel back and forth between locations. Admittedly there's a lot more action than a traditional RPG, but you still have to talk to NPCs, find keys, solve puzzles and build up your character's attributes. I don't know if I'd call it an RPG, but it's definitely got RPG trimmings.

For the record, I really enjoyed *Herc's Adventure*, and if you liked ZAMN or *Ghouls Patrol*, I think you will too. The pace may be a tad slow at times, and some of the enemies may be a little cheap (read: annoying), but the characters are well animated, the music is excellent and game is overflowing with LucasArts distinctive brand of humor. It's just what I was hoping for in a 32-bit ZAMN, but seeing as the chances of that game getting a true 32-bit sequel are so slim I better be thankful for what I've got.

R
REVIEW



SEGA SATURN



STORY

GRAPHICS

PLAYABILITY

VALUE

OVERALL

100% SATISFACTION GUARANTEED



KRIMTHWARE
*Zombie's Are My
Neighbors - The RPG??*



I'd swear that we've received about as many *Lost World* revs as there are Ronco products. They just seem to keep coming. Fortunately for us, this latest Saturn version is better than any spray-on hair or food dehydrator. Appaloosa, the folks who brought you the Saturn *Contra: Legacy Of War*, is handling this conversion of *The Lost World* for DreamWorks.

For anyone who's missed one of our numerous previews, *The Lost World* is a 2.5D action/platformer with the hook being the ability to play as a number of prehistoric beasts, from T-Rex to Compy. You are even allowed to play as humans, such as paleontologist Sarah Harding, though her polygonal model is nowhere near as cute as Julianne Moore.

Saturn *Lost World* has a planned release date later than that of its PS cousin, a fact that is evident by the early nature of this version. The camera system



is a bit wonky at times, and the game's controls are a bit stiff. The graphics are also a bit lackluster, though they do look better than the PS version. The music is decent, though it's a bit repetitive. Overall, it's a solid conversion, though it could have been better if it had been released earlier.

has yet to be fully implemented, many levels are incomplete, and the temp MIDI soundtrack is still in place. I am happy to report that the dinos already animate as smoothly as their PS counterparts and feature a smoother, more shaded appearance to boot. The texture quality is of lower resolution, but that really comes as no surprise con-

sidering how PS to Saturn conversions usually go.

Appaloosa's Saturn *Contra: LOW* actually ran a hair faster than the PS one, so I doubt they'll have any trouble making a great Saturn version of *Lost World*. What remains to be seen is how good of a game it actually turns out to be in the end. As with all things, only time will tell, and GameFan will be there. SD



THE LOST WORLD JURASSIC PARK



SUBSTANCE D
Boy, it's risky making a *Lost World* game. Seriously, who saw that movie?

P
PREVIEW

SEGA SATURN

DEVELOPER - APPALOOSA/DW

NP PLAYERS - 1

PUBLISHER - DREAMWORKS

DIFFICULTY - N/A

FORMAT - C

AVAILABLE - SEPTEMBER '97



These abominations have become the successors to his partner Melody the dragon. They have a fierce reputation.



The *Shining* series proudly lives on in the US! *Shining the Holy Ark* is the seventh *Shining* game to make it to these shores, joining *Shining Force I*, *II*, *CD*, *Sword of Haos*, *Shining Wisdom*, and of course (drum roll...) *Shining in the Darkness*, *Holy Ark's* natural predecessor. That's almost every game in the series! In the US! The folks responsible for this year's *Shining* installment are Sonic Software Planning, one of SOJ's most respected in-house developers and the design team behind *Shining Force 2*, *SFCD*, and last year's *Shining Wisdom*. With *Shining the Holy Ark*, they've once again saved the day and quenched the thirst of RPG starved Saturn gamers in the US.

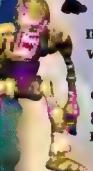
One look at SHA and real fans will recognize the tell-tale signs of a *Shining* game. Whether it's the text boxes, the

italic lettering, or the menu system (complete with cute animating icons), if you've played a *Shining* game, you've been here before. It's a perfect menu system! You'll navigate through battle, magic, and character stats with ease, and every item is represented by a detailed image which scales in and out when selected. Sonic is to be commended for staying true to their roots.



RENDERED POWER!

The first time I saw the characters in motion I was a little shocked. "Rendered?" I said. "No, it can't be!" This is the pseudo-sequel to *Shining in the Darkness*, one of the greatest 16-bit games ever, the proud bearer of gorgeous hand-drawn characters... and you give me renders?! Well (sigh...), I'm cool with that. Sonic did it right, as you can see. These five clips are directly from the game. Each looks and acts very much like their hand-drawn forefathers, and the animation quality is often shocking. So who am I to complain?



OK, enough *Shining* nostalgia, let's get into the game. I've amassed a stockpile of info and opinions, and it all starts with gameplay. First, the basic stuff. *Shining the Holy Ark* is a first-person RPG set in a fantasy realm. You move (via a beautiful overhead map) from point to point, whether it be a forest, dungeon, or town, and click to enter

the 3D environments. Once inside these first-person landscapes, you may bring up the menu windows, search, and take advantage of a couple of excellent features, the first of which is the required automapping screen. SHA is 100% first-person exploration, so an instant map (press Start bingo) is very handy, especially when you're



six floors deep in a mammoth underground labyrinth. Next are the convenient Look buttons. Pressing X looks left and right, Y looks up and down, and Z centers, so environments can be viewed from all angles. I would've preferred full d-pad control over the Look camera, like a corridor game, but what's here works fine.

R
REVIEW



DEVELOPER - SONIC SOFTWARE PLANNING

OF PLAYERS - 1

PUBLISHER - SEGA

DIFFICULTY - INTERMEDIATE

FORMAT - CD

AVAILABLE - JULY



GLITCH
A rendered *Shining* game... and it's AWESOME.

LIVE BY THE SWORD...

Let your foes taste the fury of tempered steel! Swords, axes, staffs, and ninja blades are within your grasp, available at your local weaponsmith, or simply find some mithril ore and have special weapons custom built at the forge! *Shining in the Darkness*, anyone?

On the other hand, it might be YOU accepting a wicked claw, tentacle, or bite from one of *Holy Ark's* countless forsaken creatures. Oh, well, everyone's gotta go sometime...

</



The first thing you need to know about *Saturn MSH* is that it uses the SNK RAM cartridge. In fact, this preview beta wouldn't run without it! Although the RAM cart will be optional in the final version, it's good to know that Capcom are continuing to support this essential peripheral. Especially when you see how amazing *MSH* looks with it!

MSH is probably Capcom's most graphically intensive CPS2 coin-op to date. The animation on characters like Shuma Gorath and Blackheart is unprecedented in a 2D fighting game, with the possible exception of *SF3*. It was always going to be difficult cramming that many frames into the limited RAM of the home consoles, and indeed, the PS preview version we saw last month suffered badly from lack of animation. But, thankfully, the Saturn version is a whole new ball game...

Saturn *MSH* is currently around 70% complete. All of the characters are playable, all the backgrounds are in, and the Infinity Gem system is working. There's no CPU AI at present, and the game runs pretty slowly (slower than the PS version) but both these flaws should be remedied by the time the game ships.

What is apparent from this version, however, are the quality of the graphics. Even the splendor of *Cyberbots* could not prepare me for the 2D explosion that is *MSH*—the animation is truly shocking. Admittedly it's not arcade perfect, but it's pretty damn close. The frame loss is no where near as bad as *X-Men: COTA*, and you'd have to have the two versions running side by side to notice any major differences. Of course, that's with the RAM cart. Sega still doesn't have any plans to release it over here (although Capcom says they've asked), and we've yet to see how *MSH* looks without it. Rest assured, we'll keep you posted.

K



P REVIEW



SEGA SATURN

DEVELOPER - CAPCOM

PUBLISHER - CAPCOM

FORMAT - CD

OF PLAYERS - 2

DIFFICULTY - ADVANCED

RELEASE DATE - Q3 '97



KNIGHTMARE
Shaping up to be
'Marvel'ous!

MARVEL
COMICS

MARVEL SUPER HEROES

CHECK US OUT ONLINE AT - <http://www.gamefan.com>

THE SECOND COMING

MEGAfan

ONLY
\$3.95!!

REJOICE, FOR THE TIME HAS COME...

MEGAfan, THE STRATEGY BIBLE, IS REBORN!

BACK AND BIGGER THAN EVER!!

MEGAfan IS FULL-SIZED AND CRAMMED WITH STRATEGIES, CODES, SECRETS AND TRICKS FOR ONLY THE HOTTEST VIDEO GAMES AROUND!

BY GAMERS FOR GAMERS !!

BROUGHT TO YOU BY A DEDICATED TEAM OF STRATEGY EXPERTS WITH A MISSION TO DELIVER THE MOST EXTENSIVE AND IN-DEPTH GAME COVERAGE AROUND

THE BEST COMES TO THOSE WHO WAIT



Coming this summer to a newsstand near you!



GAMEFAN

SPORTS



WHO Plays SPORTS games, ANYWAY?

JOE KIDD

KIDD'S CORNER

Who exactly is the ones that are playing Madden and Shootout across the great nation of cars? I mean these guys (and gals) comprise at least 30% of video game sales each year, so they're spending some serious bucks, cuz these games as you know aren't cheap! Did you know that a football game, primarily Madden of course, has dominated the PlayStation game sales for both years of the Sony PlayStation's existence? Keep in mind that Sony did over \$1 billion in PlayStation sales in less than a year— even more amazing is that those figures were calculated *before* the Holiday season! Who's buying these games? Let's see, I gotta assume that college-minded, and college-aged males are the biggest percentage of these customers, followed by the yuppies with the PSLs, then I guess we'd have to go back down to the high school ranks, followed by the numbers of professional athletes that game it up on the road, then maybe all the mothers that buy them for their kids, because sports are a healthy alternative to having their little ones get broken on the football field. What do all of these groups have in common that would clump them all this category though, because it is quite a vast array... Of course, you have to take into consideration that all of these groups just don't love sports; the camaraderie, the challenge, the competition, the rivalries, the

traditions, the stats, the players, the cheerleaders, the mascots, the uniforms, the arenas, the excitement, the interaction, and you know what else? Sporting events are social. That's one of the best things about sports—you don't go at it alone, whether in the stands or part of the team, or just you and the coach. We're talking friendships bonded through wind-sprints, deals done on the 9th hole, field trips to the Yankees game, girlfriends met at Super Bowl parties, family reunion picnics with the traditional football game, playing hoops with Dad over the garage, or bowling with your buddies on Tuesday and playing co-ed softball on Thursday nights. We even give scholarships to athletes who happen to excel at their that their Sport!

So what does this all have to do with sports video games? All I can figure is that we're just such a doggone sports-oriented society; these cultural events and icons are something we want to re-live over and over again, and in every form imaginable. We love the fact that we can play these games with seven other sports nuts simultaneously, and that Rodman has different color hair in each game. It's just plain simple: Sports are social and they're cool, too. Yeah, we like our occasional RPG or a fighter here and there, but man I gotta get out in the sunshine, too! Don't keep me in the dark too long playing SF or Res Evil, I don't like closing my eyes and seeing the dungeon walls of the RPG I've been playing for the last 23 hours... (when will that music ever stop!) I'll take a good hoops game any day of the week.

Joe Kidd can be reached for questions or comments at: rse@mstropolismedia.com

"JOE"

VIEWPOINTS

"STRAP"

Soccer was never cooler until this title dribbled into town. The last time I thought I had played a winner, was playing *FIFA* for the PC, it was to me the best soccer game to come out in months. The only error of my ways was, my eye has been open—a new champion has come atop of the mountain, and the gates is *ISS Soccer* by Konami. Play it now, you'll know why it's a must have for all you console and sports game junkies everywhere. Take advantage of the Practice Mode, because there will always be owners vying for the Cup.



INTERNATIONAL SUPERSTAR SOCCER
KONAMI
SONY PLAYSTATION

G C P M O 95

Let me set the 64-bit record straight: *ISS* positively destroys *FIFA* in every conceivable way, from top to bottom. The graphics are clearly superior, the sound is better, and the cool analog controls absolutely take a crap on *FIFA*'s stiff, lame excuse for gameplay. Am I being too harsh? Nah, it's been an off year for *FIFA*, even on the '94, and people only ever buy one soccer game...so make it this one, please?

G C P M O 97

F
O
R
M
U
L
A
1
9
7
B
Y
P
S
Y
G
N
O
S
I
S



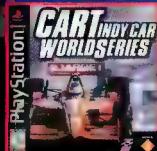
Remember that great racing game by Psygnosis last year? That one that sold over a million copies worldwide? Well the new season is here and we're all set to step into the newest saga of Psygnosis' *Formula 1* series, 1997 edition. Biarritz Creations developed this title and has tried to give racing fans the ultimate in racing realism and excitement, which brings about a unique balance of simcade action. *F1* includes all of the drivers from the 1997 season, has 17 circuits, new authentic tracks like Silverstone (UK), Monaco (Monte Carlo), and Adelaide (Australia). This international tour will send chilling sensations up your spine like the race car drivers feel in the cockpit and on the track. You'll be able to select from a variety of viewpoints as well as weather conditions, manual or automatic transmission. Take advantage of all of the high impact sound effects with a Dolby Surround Sound option, while being guided by veteran race commentators, Murray Walker and John Watson. Get ready for some toe bending AI, and precision play control with this 1997 3rd quarter release.



NFL GameDay '98

Just as Green Bay snuck up on Dallas and San Fran, so has *GameDay* moved in on *Madden*. The response for *GameDay* was overwhelmingly positive, and the anticipation for *GameDay '98* has been large ever since, and has even sustained the #1 position of best selling title on the PlayStation. *GD '98* will be a true 3D, fully polygonal football game, in fact everything in the game is polygonal: new stadiums, sideline crews, coaches, camera men and the players too! Last year's game really captured football fans everywhere because of the realism of its advanced AI, more realistic than any other football title (including *Madden*), and defensive stunts never done before. Now with the addition of truly polygonal graphics, the combination should be lethal. Assuming nothing in gameplay has been lost.

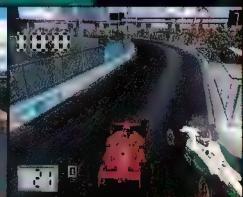
All 30 NFL teams and over 1500 real players are available. All of the team and player attributes will reflect their real life "counterparts." A new mode that's finding more and more popularity in football games, is the Draft Mode. In *GD '98's* version you'll get a shot at drafting from the top 6 players from each NFL team, in the traditional NFL draft style. Over 500 plays in your playbook, an infinite number of camera angles, and category upon category of statistical tracking. Sony's going long with this September release.



CART Indy Car World Series

Racing fever is upon us, and Sony has jumped on the bandwagon. CART (Championship Auto Racing Teams), also known as Indy Car Racing, introduces teams like Penske, Team Rahal, and Newman-Haas to PlayStation users, both the teams and their drivers, like Paul Tracy, Al Unser Jr. and Michael Andretti; 20 teams and sponsors in all. The CART circuit consists of 17 exciting races, the point standing of which are posted at the conclusion of each race. You'll be able to choose from about a dozen tracks that are scaled to the actual courses, like Homestead, Long Beach, Rio de Janeiro and others. *CART WS* will feature 4 perspectives to race by: Road Cam, In Car Cam, First Person Removed and Helicopter View. In addition, you'll have 4 modes of play in: New Season, Continue Season, Single Race and Practice.

An emphasis has been put on physics and collision, as your cars are capable of being rolled, flipped and pushed. In event that you get "moved" around on the track, every part on your car can be independently damaged or removed. Modify your car in fuel, weight distribution, tire pressure and hardness, camber adjustment, front and rear fins as well as gear ratios—bus out the wrench! Beware of the slick surfaces caused by rain, they say the first 90 minutes of rain are the most dangerous, just went to Traffic School... Take advantage of stat locking over the season for average and best lap times, previous record and lap times. Well, it will be available in the Fall, so we'll tackle the most important aspects in the next issue: gameplay and control.



It seems the majority of Sony sports games have the book on creating games with realistic AI and combining that with terrific gameplay. You'll be happy to know that they aren't satisfied, but are making massive improvements on top of their already popular games. *NHL FaceOff* gained its popularity by focusing on elements of the game, things like team strategy and gameplay, i.e., icon passing. The new direction *NHL '98* is taking, not only enhance the existing, successful qualities of the game, but will make a huge stab at perfecting the graphics via polygonal players and atmosphere. The challenge will come not only in making these polygonal players smooth to the eye, but also smooth to the touch.

All 26 NHL teams will be included, as well as all the players that comprise the teams. Sony has adopted the EA-ism of sports by doing everything real: real teams, strategies, players, attributes, arenas and scores. New sound effects with new organ tunes, skating sounds, checking animations and fighting upgrades too. Keep all of your own individual user stats, and keep an eye on all of the league leaders throughout the season. Mike Carlucci, the Mighty Ducks' PA guy, will only add to the game's authenticity. You can play up to 8 players, and with the way hockey fanaticism is spreading, that should be very accommodating. *NHL '98* offers Exhibition, Practice, Season Mode or shoot straight for the Stanley Cup Playoffs. Strategy and AI is still at a premiere level, enabling you to select trapping or checking options, break-out modes, line-checking and more.



COOL BOARDERS 2

You always want to hope that a sequel will be an improvement over the first edition. *Cool Boarders 2* will have a bit of a challenge, *CB* jumped to the top with its attempt at capturing the snowboarding experience. The main objective of UEP, *CB*'s development team, was to add the competitive edge. After all, what's a sports game if you can't beat somebody into the ground?

You'll have 10 different snowboarders to choose from, each with different set of attributes and ratings. In addition, you'll have over 10 different boards to choose from, and if you're feeling a little creative, design your own cool-dude board. It looks like selection will not be a problem, as you'll even have 16 all new downhill courses to risk your neck on, and if that's not enough you'll be introduced to the new Half Pipe and Slalom courses. Graphics are constructed via a full 3D Gaming Engine that produces polygonal characters and tracks, in a 2D perspective. All of your best moves will be captured accurately, which is a good thing since 40 new maneuvers have been added, moves like "Caballeral Tweaks" and "720 Indy Nosebones." The final aspect that should really put it all together is the sound track, a medley of 8 different, skull reverberating tracks. Look for this title in November.





NCAA FOOTBALL '98

What red blooded American can say they can't get into the spirit of college football? Oh, the tailgate parties, the marching bands, the Rose Parades, the Orange Bowls, and the Christmas trees... well, we can all do without the Christmas trees. For those of you that can identify with me (of course that means anyone with any common sense and an ability to appreciate the very essence of collegiate life), you have a game in NCAA Football '98 that will spring up country wide rivalries right in your very own living room... or dorm room for that matter. EA has gotten together with Coach Terry Donahue, and has written up a script worthy of the NCAA Football name itself. 20 great bowl match ups, with exclusives on the Rose Bowl, Orange Bowl, Sugar and Fiesta. Scout next week's match-up and learn about the opponent's key plays and players. Keep an eye on the CNN/USA Today Coach's Poll of the Top 25 teams in the nation as your team climbs to the top, or merely gets honorable mention. Whether your team's the Fighting Irish, the Canes of Miami, or yes, the mighty Golden Bears of California, your playbook will resemble the actual team's in real life; for better or worse in some cases. For all of you armchair coaches and ADs, take the experience one step further as you go out and recruit your players for next year in hopes of creating a dynasty over the next few seasons. We don't want to forget all of the NFL-bound seniors, so they will have an opportunity to showcase their talents in the East/West Shrine game in Palo Alto. Wherever your colors lie, you'll get a shot at 'em, so pull up those knee highs and get ready for next month's review.



NHL POWERPLAY '98

... always looking for the upper hand



WHENever I'm talking about the "best" hockey games, with WHOever I'm talking with, the name Powerplay comes up as one of the top 2 or 3—without fail. From the looks of how things are going over at Virgin, it looks as if history will repeat itself, and conversations of good hockey games will continue in the same direction as the recent past. Everyone is moving toward motion captured 3D animated players, and Virgin will not be left behind. These 3D characters will

be implemented into both platforms, as well as the on-the-fly 3D environments. Player attribute realism hopes to be accurately portrayed in every position, but most importantly from the man guarding the net. Based on their actual abilities, they'll have to fight off the various attacks on goal, dump-in tries, fake shot attempts and slap shots from afar. Of course you'll have the now-standard-among-sports-games: stat-tracking, create, and trade players.



And now for...

... a little motion capture!





QUARTERBACK CLUB 98

The kind of anticipation I've placed on *Quarterback Club '98* has been like eagerly awaiting this summer's blockbuster movie. However, if you're like me, you usually walk out of the theater with a stiff back feeling a bit let down. So I approach these cases with guarded optimism, but never before has a football game been made for the Nintendo 64... Can you imagine using a polygonal engine with motion-captured animations to recreate the glories of the gridiron? Well, I finally had a glimpse as to what all the hype was about, a preview into this Summer's N64 blockbuster by Acclaim, if you will.

Whatever your opinions are of *QBC '97* for the PlayStation, will have to be cleansed from your palate, because *QBC '98* is all about 64. Knowing the complexities of the N64 and the 3D rendering process, the developers at Iguana knew they couldn't keep the game exactly the same as the PlayStation version, and just make everything 3D. Instead, they realized it had to be dug up from the root and re-developed accordingly. What you will find are some of the most definitive graphics and control you've ever had in any sports game; much of this due in part to N64's anti-aliasing and real-time rendering process.

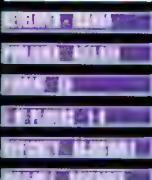
Don't forget that you'll be using the analog stick for this sports title, something we'll all have to get used to as sports fans. Somehow the analog seems to make it more of a finesse game, as you move away from the familiar D-pad, where pressing the cross harder makes you actually believe you'll go faster. Well, if you can't separate yourself from "Sega Thump," you can still resort to the friendly D-pad confines. Another "feature," courtesy of the analog action, are 14 different buttons, and yes, they are all assigned a function. Well, I guess if Brett Favre has to memorize over 1000 plays, 14 buttons isn't too bad. To ease the mayhem of it all, *QBC '98* throws in a nice touch by having the ball-snap and passing windows come from the trigger underneath, so you don't have to confuse that with any of the other 13 options you've got running.

Here's the low down. All 30 NFL teams alongside 30 3D rendered stadiums, and over 1500 real players. Exclusive in-game profiles and game tips from the actual Quarterback Club QB's. You get complete roster moves like trading, creating players, creating new teams, fantasy GM-style drafting, signing and releasing. Play Script option lets you march down the field on your opening drive, by pre-determining and pre-programming your first set of plays. Bring in a little stat-tracking in some 9 categories, a little in-game player highlights, a couple color photos and NFL film footage, and a little stat-update action... and BAM! You got a football game... sorry, a little too much essence. We'll stick this baby in the oven for a review in our next issue. JK



PREVIEW

NINTENDO 64



JOE KIDD
Brown this one a little
more to let all the
flavors come out...



I've been feeling guilty for some time now, because we at GameFan sometimes get these great sports games, games I just can't say enough about. I tell you about how they are the best in existence, how much you would love them, and all the great new features but the only problem is that they never leave the foreign soils in which they are created—just a tease from overseas! You can certainly see why I'm so ridden with guilt.

Finally, I am redeemed! Konami has released their highly coveted *International Superstar Soccer 64*, for you, the neglected masses. If you read my review on the game previously known as *J-League Soccer*, you know how enamored I was with the game; a game certainly worthy rejoicing. To my satisfaction, English everywhere! I could now read the options, the camera angles, the strategies, and modes. Can you say stats? Several different clear charts of settings and figures to enable ideal play setting, as well as Create Player and Trades.

Choose from Exhibition, World League, International Cup, Shoot-Out, Scenario, or even Training modes. For those of you that are unfamiliar with the Scenario mode, it basically consists of placing you into game breaking situation, where every move will determine the fate of the game. We all know it's the "playmakers" that make the big bucks—is that you? The Practice mode is something that has been prevalent in Japanese sports games for some time, and is starting to appear more and more in "non-Japanese" sports games as well. Undergo the rigors of perfecting your goal kick... kick, after kick, after kick... Larry Bird shot 100 free throws a day after practice... As you can see *ISS 64* offers one of the most comprehensive list of modes provided by any soccer game, complemented by an equally balanced arsenal of options, strategies, offensive attacks, and defensive controls. For instance, on offense, you have 20 different options you can choose from; from Search

INTERNATIONAL SUPERSTAR SOCCER '64



Passes and Feints (dummy kicks) to Quick Turns and Step-Overs. The multi-faceted N64 analog pad equips you with an array of attacks that outdoes the Italian and Brazilian International teams combined!

Get ready for some of the best control and gameplay to be found in any sports game. Yes, you do have to familiarize yourself with the analog stick, that is if you haven't already. I found the maneuverability of the stick to be particularly useful in soccer, since you're constantly making back cuts, side passes, etc. One of the nice things about the game is that even if you don't know too much about soccer, you can still get by with using only a couple buttons, but for the true strategist, you'll love the ability to manipulate all the different functions.

As in any sport, defense wins the game. You have 5 different control options as the user: Charging, Shoulder Charging, Sliding, Dash or Body Contact. Some of these may result in fouls, but if you come in at the right angle, you might get away with one. The goalkeeper can be switched onto Automatic or Semi-Automatic control. Included in the goalie's actions are: Saving, Movement after the Catch, Dropping the Ball, Punt Kick, Goal Kick, Overhand Throw, and Underhand Throw. Unlike other soccer games, which have many, yet indistinguishable moves, *ISS 64*'s moves and controls are each extremely identifiable, and take place on command. The combination of total control gameplay, complete selection of options and strategic attack, as well as realistic graphics and sound, make this game a true soccer experience.

JK



ARE YOU A
PLAYMAKER?



JOE KIDD
WARNING!
May cause fainting.

GAMEFAN

ONLINE

check us out at:

WWW.gamefan.com

Welcome to GameFan Online! HOT INFO

Updated January 15th 1997

- Konami's In The Zone 2
- Sega Saturn: On The Net
- PC Games section is bigger than ever!
- This is my fifth. More to go...
- For more, click here!

HOT INFO

THE GAMES ANIME FAN THE MALL TEAM GAMEFAN GRO STORE

TEAM GAMEFAN

KONAMI IN THE ZONE 2

ATLUS HOT INFO

MUSIC & TEAM GAMEFAN

ATLUS The Mall

**UP-TO-DATE INFO ON ALL THE HOTTEST GAMES!
UPDATED DAILY! TOP TENS! CODES, CODES,
CODES! SAMPLE GAME MUSIC! QUICKTIME
MOVIES! THOUSANDS OF SCREENSHOTS!
NEWS FROM AROUND THE WORLD!**



NHL BREAKAWAY '98



You know, I still don't understand that whole octopus chucking thing, but I'm certainly glad the National Sushi Federation stood up to the squid tossers, and put an end to it all... complete blasphemy if you ask me, wasting all them good eats. One thing I do understand though is some serious video hockey. NHL Breakaway '98 could be the game we've all been waiting for, one that appeases across the board, from the fight-freaks to the puck purists, this title looks like it has a little of everything.

Tangent: Why is it that many of the poorer sports games have a better skating feel than a lot of hockey games? Isn't that weird? I mean you can't get your basketball player to run, he just slides around the court, while some of these hockey games you'd think you were doing the triple jump with all the choppiness... hmmmmmm.

Anyway, Breakaway '98 is not one of those games... bad ones that is. This hi-res sim has down-to-the-detail playbook-based AI, which not only reacts to you (the user's) actions, but also sets up real plays from the actual teams. Acclaim boasts that the polygonal 3D graphics are so clean and sharp you can read the players' numbers on their sleeves! Not only that, but they also had their own state-of-the-art motion capturing studio built, producing the highest quality animations on the market.

The true hockey enthusiast will be breathless with all of the new features. The momentum-based checking system calculates each player's weight and velocity, thus hurling them into proportionately measured body slams. And since there are variable player sizes (displayed graphically as well), the depicted checking animations are fierce. Ever try Icon Passing? Well if you haven't you will soon. It's the latest in on-the-fly passing, and it's never been used in a hockey game until now. What you'll find is pin-point passes, and a better ability to manipulate the break-away. As the season progresses, and your players and coaches get more experience, the Total Team Management feature will allow you to accumulate points and improve, ala RPGs. Ever wish you could see the player's name on his jersey after you've created him? Got it. Want to control teammates even if they aren't controlling the puck? Got it. You go Acclaim, win one back for the good ole NSF.

JK



DEVELOPER ACCLAIM

OF PLAYERS 1-8

PUBLISHER - ACCLAIM

DIFFICULTY - ADJUSTABLE

FORMAT - CD

AVAILABLE - AUGUST



JOE KIDD
Fighting Engine?
Cool.



The brightest star in the Sega Sports line-up has always been its *World Series Baseball*. From the inaugural days on the Genesis to its emergence on the Saturn, *WSB* has challenged as the best baseball game on the market, time and time again. Recently, however, Sega Sports has fallen into a slumber, putting out little of quality, as well as quantity. Perish the thought of it having an affect on the king of Saturn sports titles.

You can allay all fears that you may have, because Sega Sports is back—with a vengeance. Complete with a new and improved corporate strategy, Sega Sports positions itself to reassert its dominance in the Saturn sports realm. The title that will announce this

World Series BASEBALL '98



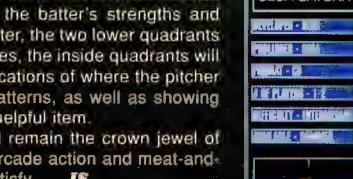
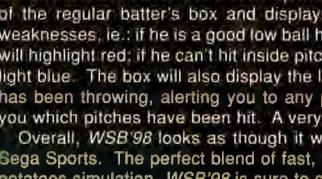
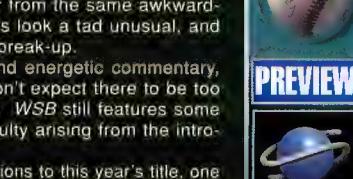
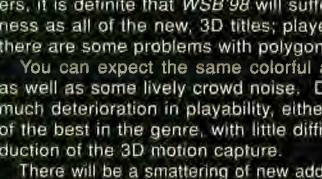
reemergence will be *World Series Baseball '98*.

Following suit to the competition, *WSB'98* will make the switch over from sprites to polygons. Some may cringe at such a thought, considering that the former, two versions looked beautiful, but the changeover was inevitable; it's evolution. While still too early to compliment or condemn the look of the polygon players, it is definite that *WSB'98* will suffer from the same awkwardness as all of the new, 3D titles; players look a tad unusual, and there are some problems with polygon break-up.

You can expect the same colorful and energetic commentary, as well as some lively crowd noise. Don't expect there to be too much deterioration in playability, either. *WSB* still features some of the best in the genre, with little difficulty arising from the introduction of the 3D motion capture.

There will be a smattering of new additions to this year's title, one of which is the inclusion of a batter/pitcher box. This box sits outside of the regular batter's box and displays the batter's strengths and weaknesses, i.e.: if he is a good low ball hitter, the two lower quadrants will highlight red; if he can't hit inside pitches, the inside quadrants will light blue. The box will also display the locations of where the pitcher has been throwing, alerting you to any patterns, as well as showing you which pitches have been hit. A very helpful item.

Overall, *WSB'98* looks as though it will remain the crown jewel of Sega Sports. The perfect blend of fast, arcade action and meat-and-potatoes simulation, *WSB'98* is sure to satisfy. **JS**



PREVIEW



SEGA SATURN

- and e... 8
- 2000 1
- 1999 1
- 1998 1
- 1997 1
- 1996 1
- 1995 1
- 1994 1
- 1993 1
- 1992 1
- 1991 1
- 1990 1
- 1989 1
- 1988 1
- 1987 1
- 1986 1
- 1985 1
- 1984 1
- 1983 1
- 1982 1
- 1981 1
- 1980 1
- 1979 1
- 1978 1
- 1977 1
- 1976 1
- 1975 1
- 1974 1
- 1973 1
- 1972 1
- 1971 1
- 1970 1
- 1969 1
- 1968 1
- 1967 1
- 1966 1
- 1965 1
- 1964 1
- 1963 1
- 1962 1
- 1961 1
- 1960 1
- 1959 1
- 1958 1
- 1957 1
- 1956 1
- 1955 1
- 1954 1
- 1953 1
- 1952 1
- 1951 1
- 1950 1
- 1949 1
- 1948 1
- 1947 1
- 1946 1
- 1945 1
- 1944 1
- 1943 1
- 1942 1
- 1941 1
- 1940 1
- 1939 1
- 1938 1
- 1937 1
- 1936 1
- 1935 1
- 1934 1
- 1933 1
- 1932 1
- 1931 1
- 1930 1
- 1929 1
- 1928 1
- 1927 1
- 1926 1
- 1925 1
- 1924 1
- 1923 1
- 1922 1
- 1921 1
- 1920 1
- 1919 1
- 1918 1
- 1917 1
- 1916 1
- 1915 1
- 1914 1
- 1913 1
- 1912 1
- 1911 1
- 1910 1
- 1909 1
- 1908 1
- 1907 1
- 1906 1
- 1905 1
- 1904 1
- 1903 1
- 1902 1
- 1901 1
- 1900 1
- 1999 1
- 1998 1
- 1997 1
- 1996 1
- 1995 1
- 1994 1
- 1993 1
- 1992 1
- 1991 1
- 1990 1
- 1989 1
- 1988 1
- 1987 1
- 1986 1
- 1985 1
- 1984 1
- 1983 1
- 1982 1
- 1981 1
- 1980 1
- 1979 1
- 1978 1
- 1977 1
- 1976 1
- 1975 1
- 1974 1
- 1973 1
- 1972 1
- 1971 1
- 1970 1
- 1969 1
- 1968 1
- 1967 1
- 1966 1
- 1965 1
- 1964 1
- 1963 1
- 1962 1
- 1961 1
- 1960 1
- 1959 1
- 1958 1
- 1957 1
- 1956 1
- 1955 1
- 1954 1
- 1953 1
- 1952 1
- 1951 1
- 1950 1
- 1949 1
- 1948 1
- 1947 1
- 1946 1
- 1945 1
- 1944 1
- 1943 1
- 1942 1
- 1941 1
- 1940 1
- 1939 1
- 1938 1
- 1937 1
- 1936 1
- 1935 1
- 1934 1
- 1933 1
- 1932 1
- 1931 1
- 1930 1
- 1929 1
- 1928 1
- 1927 1
- 1926 1
- 1925 1
- 1924 1
- 1923 1
- 1922 1
- 1921 1
- 1920 1
- 1919 1
- 1918 1
- 1917 1
- 1916 1
- 1915 1
- 1914 1
- 1913 1
- 1912 1
- 1911 1
- 1910 1
- 1909 1
- 1908 1
- 1907 1
- 1906 1
- 1905 1
- 1904 1
- 1903 1
- 1902 1
- 1901 1
- 1900 1
- 1999 1
- 1998 1
- 1997 1
- 1996 1
- 1995 1
- 1994 1
- 1993 1
- 1992 1
- 1991 1
- 1990 1
- 1989 1
- 1988 1
- 1987 1
- 1986 1
- 1985 1
- 1984 1
- 1983 1
- 1982 1
- 1981 1
- 1980 1
- 1979 1
- 1978 1
- 1977 1
- 1976 1
- 1975 1
- 1974 1
- 1973 1
- 1972 1
- 1971 1
- 1970 1
- 1969 1
- 1968 1
- 1967 1
- 1966 1
- 1965 1
- 1964 1
- 1963 1
- 1962 1
- 1961 1
- 1960 1
- 1959 1
- 1958 1
- 1957 1
- 1956 1
- 1955 1
- 1954 1
- 1953 1
- 1952 1
- 1951 1
- 1950 1
- 1949 1
- 1948 1
- 1947 1
- 1946 1
- 1945 1
- 1944 1
- 1943 1
- 1942 1
- 1941 1
- 1940 1
- 1939 1
- 1938 1
- 1937 1
- 1936 1
- 1935 1
- 1934 1
- 1933 1
- 1932 1
- 1931 1
- 1930 1
- 1929 1
- 1928 1
- 1927 1
- 1926 1
- 1925 1
- 1924 1
- 1923 1
- 1922 1
- 1921 1
- 1920 1
- 1919 1
- 1918 1
- 1917 1
- 1916 1
- 1915 1
- 1914 1
- 1913 1
- 1912 1
- 1911 1
- 1910 1
- 1909 1
- 1908 1
- 1907 1
- 1906 1
- 1905 1
- 1904 1
- 1903 1
- 1902 1
- 1901 1
- 1900 1
- 1999 1
- 1998 1
- 1997 1
- 1996 1
- 1995 1
- 1994 1
- 1993 1
- 1992 1
- 1991 1
- 1990 1
- 1989 1
- 1988 1
- 1987 1
- 1986 1
- 1985 1
- 1984 1
- 1983 1
- 1982 1
- 1981 1
- 1980 1
- 1979 1
- 1978 1
- 1977 1
- 1976 1
- 1975 1
- 1974 1
- 1973 1
- 1972 1
- 1971 1
- 1970 1
- 1969 1
- 1968 1
- 1967 1
- 1966 1
- 1965 1
- 1964 1
- 1963 1
- 1962 1
- 1961 1
- 1960 1
- 1959 1
- 1958 1
- 1957 1
- 1956 1
- 1955 1
- 1954 1
- 1953 1
- 1952 1
- 1951 1
- 1950 1
- 1949 1
- 1948 1
- 1947 1
- 1946 1
- 1945 1
- 1944 1
- 1943 1
- 1942 1
- 1941 1
- 1940 1
- 1939 1
- 1938 1
- 1937 1
- 1936 1
- 1935 1
- 1934 1
- 1933 1
- 1932 1
- 1931 1
- 1930 1
- 1929 1
- 1928 1
- 1927 1
- 1926 1
- 1925 1
- 1924 1
- 1923 1
- 1922 1
- 1921 1
- 1920 1
- 1919 1
- 1918 1
- 1917 1
- 1916 1
- 1915 1
- 1914 1
- 1913 1
- 1912 1
- 1911 1
- 1910 1
- 1909 1
- 1908 1
- 1907 1
- 1906 1
- 1905 1
- 1904 1
- 1903 1
- 1902 1
- 1901 1
- 1900 1
- 1999 1
- 1998 1
- 1997 1
- 1996 1
- 1995 1
- 1994 1
- 1993 1
- 1992 1
- 1991 1
- 1990 1
- 1989 1
- 1988 1
- 1987 1
- 1986 1
- 1985 1
- 1984 1
- 1983 1
- 1982 1
- 1981 1
- 1980 1
- 1979 1
- 1978 1
- 1977 1
- 1976 1
- 1975 1
- 1974 1
- 1973 1
- 1972 1
- 1971 1
- 1970 1
- 1969 1
- 1968 1
- 1967 1
- 1966 1
- 1965 1
- 1964 1
- 1963 1
- 1962 1
- 1961 1
- 1960 1
- 1959 1
- 1958 1
- 1957 1
- 1956 1
- 1955 1
- 1954 1
- 1953 1
- 1952 1
- 1951 1
- 1950 1
- 1949 1
- 1948 1
- 1947 1
- 1946 1
- 1945 1
- 1944 1
- 1943 1
- 1942 1
- 1941 1
- 1940 1
- 1939 1
- 1938 1
- 1937 1
- 1936 1
- 1935 1
- 1934 1
- 1933 1
- 1932 1
- 1931 1
- 1930 1
- 1929 1
- 1928 1
- 1927 1
- 1926 1
- 1925 1
- 1924 1
- 1923 1
- 1922 1
- 1921 1
- 1920 1
- 1919 1
- 1918 1
- 1917 1
- 1916 1
- 1915 1
- 1914 1
- 1913 1
- 1912 1
- 1911 1
- 1910 1
- 1909 1
- 1908 1
- 1907 1
- 1906 1
- 1905 1
- 1904 1
- 1903 1
- 1902 1
- 1901 1
- 1900 1
- 1999 1
- 1998 1
- 1997 1
- 1996 1
- 1995 1
- 1994 1
- 1993 1
- 1992 1
- 1991 1
- 1990 1
- 1989 1
- 1988 1
- 1987 1
- 1986 1
- 1985 1
- 1984 1
- 1983 1
- 1982 1
- 1981 1
- 1980 1
- 1979 1
- 1978 1
- 1977 1
- 1976 1
- 1975 1
- 1974 1
- 1973 1
- 1972 1
- 1971 1
- 1970 1
- 1969 1
- 1968 1
- 1967 1
- 1966 1
- 1965 1
- 1964 1
- 1963 1
- 1962 1
- 1961 1
- 1960 1
- 1959 1
- 1958 1
- 1957 1
- 1956 1
- 1955 1
- 1954 1
- 1953 1
- 1952 1
- 1951 1
- 1950 1
- 1949 1
- 1948 1
- 1947 1
- 1946 1
- 1945 1
- 1944 1
- 1943 1
- 1942 1
- 1941 1
- 1940 1
- 1939 1
- 1938 1
- 1937 1
- 1936 1
- 1935 1
- 1934 1
- 1933 1
- 1932 1
- 1931 1
- 1930 1
- 1929 1
- 1928 1
- 1927 1
- 1926 1
- 1925 1
- 1924 1
- 1923 1
- 1922 1
- 1921 1
- 1920 1
- 1919 1
- 1918 1
- 1917 1
- 1916 1
- 1915 1
- 1914 1
- 1913 1
- 1912 1
- 1911 1
- 1910 1
- 1909 1
- 1908 1
- 1907 1
- 1906 1
- 1905 1
- 1904 1
- 1903 1
- 1902 1
- 1901 1
- 1900 1
- 1999 1
- 1998 1
- 1997 1
- 1996 1
- 1995 1
- 1994 1
- 1993 1
- 1992 1
- 1991 1
- 1990 1
- 1989 1
- 1988 1
- 1987 1
- 1986 1
- 1985 1
- 1984 1
- 1983 1
- 1982 1
- 1981 1
- 1980 1
- 1979 1
- 1978 1
- 1977 1
- 1976 1
- 1975 1
- 1974 1
- 1973 1
- 1972 1
- 1971 1
- 1970 1
- 1969 1
- 1968 1
- 1967 1
- 1966 1
- 1965 1
- 1964 1
- 1963 1
- 1962 1
- 1961 1
- 1960 1
- 1959 1
- 1958 1
- 1957 1
- 1956 1
- 1955 1
- 1954 1
- 1953 1
- 1952 1
- 1951 1
- 1950 1
- 1949 1
- 1948 1
- 1947 1
- 1946 1
- 1945 1
- 1944 1
- 1943 1
- 1942 1
- 1941 1
- 1940 1
- 1939 1
- 1938 1
- 1937 1
- 1936 1
- 1935 1
- 1934 1
- 1933 1
- 1932 1
- 1931 1
- 1930 1
- 1929 1
- 1928 1
- 1927 1
- 1926 1
- 1925 1
- 1924 1
- 1923 1
- 1922 1
- 1921 1
- 1920 1
- 1919 1
- 1918 1
- 1917 1
- 1916 1
- 1915 1
- 1914 1
- 1913 1
- 1912 1
- 1911 1
- 1910 1
- 1909 1
- 1908 1
- 1907 1
- 1906 1
- 1905 1
- 1904 1
- 1903 1
- 1902 1
- 1901 1
- 1900 1
- 1999 1
- 1998 1
- 1997 1
- 1996 1
- 1995 1
- 1994 1
- 1993 1
- 1992 1
- 1991 1
- 1990 1
- 1989 1
- 1988 1
- 1987 1
- 1986 1
- 1985 1
- 1984 1
- 1983 1
- 1982 1
- 1981 1
- 1980 1
- 1979 1
- 1978 1
- 1977 1
- 1976 1
- 1975 1
- 1974 1
- 1973 1
- 1972 1
- 1971 1
- 1970 1
- 1969 1
- 1968 1
- 1967 1
- 1966 1
- 1965 1
- 1964 1
- 1963 1
- 1962 1
- 1961 1
- 1960 1
- 1959 1
- 1958 1
- 1957 1
- 1956 1
- 1955 1
- 1954 1
- 1953 1
- 1952 1
- 1951 1
- 1950 1
- 1949 1
- 1948 1
- 1947 1
- 1946 1
- 1945 1
- 1944 1
- 1943 1
- 1942 1
- 1941 1
- 1940 1
- 1939 1
- 1938 1
- 1937 1
- 1936 1
- 1935 1
- 1934 1
- 1933 1
- 1932 1
- 1931 1
- 1930 1
- 1929 1
- 1928 1
- 1927 1
- 1926 1
- 1925 1
- 1924 1
- 1923 1
- 1922 1
- 1921 1
- 1920 1
- 1919 1
- 1918 1
- 1917 1
- 1916 1
- 1915 1
- 1914 1
- 1913 1
- 1912 1
- 1911 1
- 1910 1
- 1909 1
- 1908 1
- 1907 1
- 1906 1
- 1905 1
- 1904 1
- 1903 1
- 1902 1
- 1901 1
- 1900 1
- 1999 1
- 1998 1
- 1997 1
- 1996 1
- 1995 1
- 1994 1
- 1993 1
- 1992 1
- 1991 1
- 1990 1
- 1989 1
- 1988 1
- 1987 1
- 1986 1
- 1985 1
- 1984 1
- 1983 1
- 1982 1
- 1981 1
- 1980 1
- 1979 1
- 1978 1
- 1977 1
- 1976 1
- 1975 1
- 1974 1
- 1973 1
- 1972 1
- 1971 1
- 1970 1
- 1969 1
- 1968 1
- 1967 1
- 1966 1
- 1965 1
- 1964 1
- 1963 1
- 1962 1
- 1961 1
- 1960 1
- 1959 1
- 1958 1
- 1957 1
- 1956 1
- 1955 1
- 1954 1
- 1953 1
- 1952 1
- 1951 1
- 1950 1
- 1949 1
- 1948 1
- 1947 1
- 1946 1
- 1945 1
- 1944 1
- 1943 1
- 1942 1
- 1941 1
- 1940 1
- 1939 1
- 1938 1
- 1937 1
- 1936 1
- 1935 1
- 1934 1
- 1933 1
- 1932 1
- 1931 1
- 1930 1
- 1929 1
- 1928 1
- 1927 1
- 1926 1
- 1925 1
- 1924 1
- 1923 1
- 1922 1
- 1921 1
- 1920 1
- 1919 1
- 1918 1
- 1917 1
- 1916 1
- 1915 1
- 1914 1
- 1913 1
- 1912 1
- 1911 1
- 1910 1
- 1909 1
- 1908 1
- 1907 1
- 1906 1
- 1905 1
- 1904 1
- 1903 1
- 1902 1
- 1901 1
- 1900 1
- 1999 1
- 1998 1
- 1997 1
- 1996 1
- 1995 1
- 1994 1
- 1993 1
- 1992 1
- 1991 1
- 1990 1
- 1989 1
- 1988 1
- 1987 1
- 1986 1
- 1985 1
- 1984 1
- 1983 1
- 1982 1
- 1981 1
- 1980 1
- 1979 1
- 1978 1
- 1977 1
- 1976 1
- 1975 1
- 1974 1
- 1973 1
- 1972 1
- 1971 1
- 1970 1
- 1969 1
- 1968 1
- 1967 1
- 1966 1
- 1965 1
- 1964 1
- 1963 1
- 1962 1
- 1961 1
- 1960 1
- 1959 1
- 1958 1
- 1957 1
- 1956 1
- 1955 1
- 1954 1
- 1953 1
- 1952 1
- 1951 1
- 1950 1
- 1949 1
- 1948 1
- 1947 1
- 1946 1
- 1945 1
- 1944 1
- 1943 1
- 1942 1
- 1941 1
- 1940 1
- 1939 1
- 1938 1
- 1937 1
- 1936 1
<li

The Guvnor presents...

EUROPA

Wotcha me old cockers, it's the Guvnor 'ere, innit? Back with another tea drinking, scone eating, soccer playing edition of everyone's favorite euro-gaming column: Europa!

NINTENDO STRUGGLES, SONY DOMINATES... ...AND SATURN GOES UNDER!

The recent launch of the N64 in the UK went well... but not as well as Nintendo would have liked. Even though the initial shipment of units sold out, subsequent shipments have been selling slowly, prompting a 40% price drop from £250 (\$400) to £150 (\$240) after only eight weeks. This was a measure that severely pissed off nearly all pre-existing N64 owners who bought the machine at full price! Cripes!

On the other hand, Sony's PS price drop to £129 (\$200) insured that their machines' sales skyrocketed. After the drop the only way you could pick up a PS was to pre-order—there were no PlayStations on store shelves anywhere for well over a week!

Finally, Sega seems to be taking a turn for the worse, with sales of the Saturn reaching an all-time low. Really, if you were to see hardware and software sales figures for the Saturn in the UK, you'd cry. We're talking 1000s vs 100s for software and 100s vs 10s for hardware. Sega recently dropped the price of the Saturn from £179 (\$286) with two games to £99 (\$160) solus or £129 (\$200) with any game. Rumor has it that Sega of Japan did NOT instigate this move... In related news, Sega UK's #2 big cheese, European Marketing Director Andy Mee, was recently fired. Bummer.

NEW DMA TITLE REVEALED: SILICON VALLEY FOR N64

This N64 platform/strategy game has a simple visual style similar to *Mario 64*, though the gameplay is completely different. The scene is aboard space station 'Silicon Valley,' and you control a variety of Nanobots to solve the mystery of Silicon Valley's 1000 year disappearance. A Nanobot is defined by DMA as a cyborg animal, very similar to those found on Earth—with a few custom extras: Foxes have optional rocket propulsion, dogs may switch between paws or wheels, and so on. Nanobots need to be 'possessed' by a micro chip before falling under your command, and can only be 'entered' if they are close to exhaustion. The idea is to switch between N-bots in order to accomplish specific tasks in areas of Silicon Valley. Each time you do, a snippet of Silicon Valley history is revealed. Weird and fun (hopefully). Not due out for ages (it's about 40% complete) but looking good.

TOMB RAIDER 2 UPDATE & BAD NEWS FOR SATURN OWNERS!

Despite the news that the Saturn version of *Tomb Raider 2* (originally specified to use the rumored VF3 upgrade cartridge) has been canned, work continues on the PS and PC versions. The game engine for *TR2* is a modified version of the original, and everything is being handled by the same team (or what's left of them). Lara is being remodeled to be more curvaceous (she's, er, 'rounder' than before), and now sports a cool pony tail. While we're on the subject, a new gameplay feature includes Lara's pony tail catching fire in a Michael Jackson-tastic manner! There's also a variety of costumes required for specific situations, such as scuba diving, mountain climbing, and so on. Lara has a couple of new abilities to help her reach awkward places: hand-over-hand climbing to scale walls, and crawling beneath ledges. Also expect to see cool vehicles in use for new types of terrain, such as a Skidoo on snow. Though combat is still long-range (no hand-to-hand combat) there are a couple of new weapons planned to add variety. The harpoon is the only one mentioned so far.

Cave aims to add more ambient atmosphere with new lighting techniques, a good example being the flares which Lara can either carry or throw to illuminate dark passageways. One idea under discussion is the possibility of night and day, which would add to the puzzle solving element. All new outdoor loca-

Strike a bleedin' light
and knock me down wiv
a fever if I'm not back
with the toppermost info
from the UK and beyond!
Lawks a lordy!

tions would take advantage of this. It is also rumored that there may be more than one playable character (another explorer perhaps) which would indicate some form of multi-player mode—think of the possibilities! All in all, *TR2* looks destined to be more action packed and visceral than the original.



WIPEOUT XL SATURN

While developers like Core and Shiny continue to abandon the Saturn, it's nice to know that Psygnosis is continuing to support Sega's dark horse. Their latest is a conversion of the PS smash hit, *Wipeout XL*. We've seen the game moving and are happy to report that it's looking jolly tasty indeed. Using a modified *Manx TT* engine, the game runs at 30fps with little clipping and all the gameplay features that made the PS version so special. There are still no transparencies, but when the gameplay is 100%, who cares??!



WIPEOUT XL ON SATURN!



Right: Flippin' heck! Just look at those WipeOut XL shots! Not bad!

A strange fate... Mother Earth was being devastated by the people it had created. In desperation the land called out to the sea who summoned the Great Sea God to punish mankind. The God called forth the waters of the World to submerge the land and now almost all of the great cities and civilizations lie in the darkest depths of the ocean. The sunken ruins are a dangerous and mysterious place.

"Whilst searching for these mysteries a brave adventurer vanishes without a trace beneath the sea. His son Chris vows to find him and sets forth on a journey to the sea bottom."

In order to search for him you must investigate the dimly lit research and Using your submarine dive deep into the ocean to search for clues. In the sea there are many ancient artifacts and treasures, etc. You must retrieve these, exchange them for cash and then purchase items with which you can upgrade your submarine.

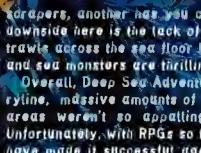
The game is an action/adventure with two distinct modes. Before you can explore the ocean you must prep your submarine, stocking up on essential components like torpedoes and power cells, and then talk to the locals for clues. Wandering through small towns and shops in traditional RPG fashion with overhead maps is nothing new, but the 2D graphics here are

EXPLORE SUNKEN CITIES FILLED WITH HIDDEN TREASURES



DEEP SEA ADVENTURE

SELL THE TREASURE AND UPGRADE YOUR SUBMARINE!



scary, how does akin to early SNES games. Playing through these areas is made worse by the accompaniment of truly awful music. You WILL turn this off after a few minutes, I guarantee it!

Luckily, when you finally get into the submarine for some aquatic action things improve greatly. Huge underwater caverns, caves, volcanoes, sunken cities are all brought to life with plenty of 3D polygon jiggery-pokery. Not the most detailed environments and warping/glitching is commonplace, but each area has its own unique atmosphere with some subtle, soothing soundtracks. The submarine has many functions yet the control is very simple. It may seem sluggish at first but once you have upgraded to a sleeker model expect a snappy rise in performance.

Each area has its own look about it in a specific task at hand. One stage has you searching a sunken city complete with skyscrapers, another has you creeping through a volcano looking for a pirate vessel.

The only downside here is the lack of pace. The game focuses too hard on the search-aspect with long trawls across the sea floor looking for microscopic treasures, chest, battles with alien sub and sea monsters are thrilling stuff when encountered, they just occur too rarely.

Overall, Deep Sea Adventure is an fair-to-moderate game from Takara. The intriguing storyline, massive amounts of glorious CG and involving gameplay are well executed. If the 2D areas weren't so appalling, Deep Sea Adventure would probably merit your attention. Unfortunately, with RPGs so thin on the ground, it just lacks the essential ingredients that could have made it successful against the ever expanding lineup of Underwater action games that are heading our way.

AN ACTION ADVENTURE DEEP UNDER THE OCEAN!

JAPAN NOW SPECIAL REPORT • PART 2

TOKYO GAMESHOW

GAMEFAN RETURNS TO THE GAME SHOW ONCE MORE TO UNCOVER SEGA'S PLANS FOR THE YEAR AHEAD. YOU CAN DISCOVER THE NEW TITLES FROM SEGA, THE GD NET CREW AND A WEALTH OF HEARTY THIRD-PARTY SATURN PRODUCE BY SIMPLY READING THE FOLLOWING TWO PAGES. SIMPLE EH!

TOKYO GAMESHOW • SEGA

PROJECT SONIC/Sonic Jam • SEGA TOURING CAR • AZEL PANZER DRAGOON RPG • LAST BRONX • TACTICS FORMULA ONE

Despite their rather modestly sized stand, Sega had the busiest booth at the show, with a constant stream of announcements on stage from the game developers themselves. Throughout the day, the Japanese press were camped at the base of the stage, just waiting for the next event (there was one every 30 minutes).

Undoubtedly, the biggest announcement at the show was *Project Sonic*. Mr. Yuji Naka was there to explain about *Sonic Jam* and officially launch the whole project. He did, however, remain tight-lipped as to what the *Sonic Team* were up to at the moment.

Despite having only just started conversion, Sega was eager to announce *Sega Touring Car Championship* for the Saturn. As it's only 5% complete, we were only treated to arcade video footage, and there was no firm word on Saturn-specific features.

Very popular at the show but



MR. YUJI NAKA TALKS ABOUT HIS NEW PROJECT SONIC GAME.

not yet playable was *Azel Panzer Dragoon RPG*. A spokesperson from Team Andromeda was on stage to explain the current development status and reveal some of the features that will be in the game. And yet, although they answered many of the questions people had on the game, they created as many mysteries concerning aspects of the game still

not revealed. The booth video display clearly showed the nature of the battle sequences, which the programmers are currently working on, and depicted town stages through which your character could walk.

The most eagerly awaited game at the show was *Last Bronx*. On stage, they showed a specially created live action video of the characters fighting. The 30% complete game was playable at the show, and Sega had several talk shows with the development team. It appears that they may not wish to add any new characters to the Saturn version in fear of spoiling its unique arcade image.

Reflecting the wide variety of game genres Sega is trying to promote, *Culdecept*, a fantasy simulation game based on the currently fashionable trading card board-game system, was an unexpected addition to Sega's lineup.

Another surprise announcement was that of *Tactics Formula One*.

Despite the similarities of its name it has no relation to any arcade game, and is in fact a strategic "board game" like racing game. *TFO* allows you to race not by sitting behind the steering wheel but by configuring every aspect of the your car and driver and then watch the results instead.



LAST BRONX WAS THE MOST POPULAR SEGA PRODUCT ON DISPLAY.



• QUINTET FOCUS • SOLO CRISIS

Quintet's first Sega Saturn game was finally unveiled in the form of a simulation game. Tomoyoshi Miyazaki from Quintet was live on stage to explain the basic game scenario, but from the limited demo shown it's obvious that development is still at a very early stage. Similar in style to the civilization-building games like *Populous* and *Atractraiser*, but using 3D polygons, the basic concept is that you are a god and you control your minions who must develop skills to be able to defeat the devil. The world map

is divided into two worlds, with both your surface world, where the people build, farm and worship you, and the dark world, (below the surface) where the monsters worship the devil. As you are unable to make any direct attack on the devil, you must control your people and instruct them to do all the fighting for you. However, unlike previous games in this genre, you and the devil have opposite worlds which directly affect each other. If the devil builds a mountain in his world, then a valley will appear in

your world. Other such dual-world effecting events occur from the settlements you build and the actions



*Solo Crisis

of your people. *Solo Crisis* still has a long way to go and we'll keep you posted on developments.



TOKYO GAME SHOW • GDNET

GAMEARTS • TREASURE • QUINTET • STING • NEVERLAND COMPANY •

The Tokyo Game Show was GDNet's first appearance in public, and they were certainly popular, with a huge line of people trailing around the booth. GameArts had the largest space with a large wall resembling one from a scene in *Grandia* taking up one whole side of the booth. The only new announcement at the show was that GameArts is working on *Gun Griffon 2*.

Although it's been in the press for quite some time now, *Grandia* was still only there on video. However, it did allow us to see for the first time the actual game



GAMEARTS ONLY HAD HOT VIDEO FOOTAGE OF GRANDIA.

engine in operation. Smoothly animated polygons have never looked so good on the Saturn.

Grandia centers around Justin



a 14-year-old boy who grew up during the 'Golden Age' of Exploration, when people used massive ships to sail the seas and explore uncharted territories. However, times have changed and the world is now in the 'Age of Industrial Revolution'. Justin lives in the port town Parn, where he often uses an item called the 'Spirit Stone', a gift given to him by his father. With the Spirit Stone, Justin is carried away into dreams of adventure in an ancient civilization.

Justin's life seems rather boring, until one day when he

accompanies a group of friends on a trip to visit some ancient Salto ruins. While exploring the ruins, Justin and the group sneak into a closed-off cavern, which holds a series of complex rooms and structures. As they explore the strange structure, they come across a room far different than the rest of them. As Justin is walking across the room, his Spirit Stone begins to radiate a strange light, and from inside the stone Justin can hear a strange voice. The voice calls to Justin, leading him into a strange world which will forever change his life.



• GDNET FOCUS • FORTHCOMING TITLES

SLAYERS

KADOKAWASHOTEN/ONION EGG

Slayers, the comical fantasy story that is currently very popular in Japan, will soon have an action RPG based upon it. Telling the story of Lina, Gaul, Zelgadis, and newcomer Luke, the game will feature both 3D rendered characters and top-quality animated cinema sequences. The original producers of *Slayers* are creating new, original animation for this game, and while it won't be based on any specific *Slayers* episode, it is sure to contain the same kind of humor and personality as the hit anime.

MAGIC SCHOOL LUNAR

KADOKAWASHOTEN/GAMEARTS/STUDIO ALEX

Originally created for Sega's portable Game Gear system, *Magic School Lunar* will follow in the footsteps of *Lunar: Silver Star Story*, heading to the Saturn. Just like *LSSS*, the graphics and gameplay will be improved to

make use of the Saturn's power, and many new animated cinematics will be added to help build upon the storyline. MSL is more of a side-story to *Lunar*, but it takes place in the same world and has many connecting references to the main series.

BAROQUE

STING

Baroque will be a very interesting game to watch, because while it's a real-time 3D adventure, it's beginning to look like it will be very different than most of the games currently out there. Sting, the game's designers, mention four key words when emphasizing what makes *Baroque* different: Multiple-plot, Freedom, Change, and Strategy. While many have labeled the game an RPG, it promised to be far more detailed and innovative than your average RPG. The world you explore and the people you meet won't just be things to get you from one place to another. As you interact with the different characters in the game, what you do can change the plot and storyline, having effects on different things. In other words, what you do has consequences, like in real life—as well, the game looks to be supported with quality visuals, the video on display looking exceptionally good.

SILHOUETTE MIRAGE

TREASURE

One of the few titles playable at the GDNet booth was Treasure's *Silhouette Mirage*, and the line to get a chance at this new game went on for what seemed like infinity. *Silhouette Mirage* marks Treasure's second game for the Sega Saturn, and it's an old-style action/shooting game. As always, Treasure has pulled off not only a good deal of fast-paced action, but graphical tricks that will amaze and impress you. Definitely a classic Treasure festival of madness.



CHAOS SEED

NEVERLAND COMPANY

Chaos Seed is a remake of a popular Super Famicom game for the Sega Saturn, released by Neverland Company. The original game was quite a hit for Neverland, so they've done the wise thing and come out with an upgraded version, giving it a new, updated look and feel. Indeed, instead of just porting the game over like many companies are doing, Neverland Company is spicing up the old game. *Chaos Seed* will receive visual enhancements, a new soundtrack, and a selection of opening and in-game cinema sequences. As well, the storyline will benefit from an overhaul, adding new quests, locations, story elements, and creatures to meet along the way. In addition to its traditional RPG side, *Chaos Seed* features a dungeon creation feature, and an action engine to protect your creation.



GAMEFAN UP-TO-THE-NOW UPDATE!

Mitochondria:
Millions of years old,
these incredibly tiny life forms
are waiting to revolt.
Quietly...
Inside your cells.

That's Square's storyline blurb for *Parasite Eve*, their latest impossibly-brilliant-looking PlayStation RPG. One thing Square wants to make very clear about *Parasite Eve*, however, is that it's definitely a dual-culture game: It's being made at Square L.A. and has a staff ratio of 3/7; Americans comprise the seven. The main planning staff, however, is Japanese.

The game is based (very loosely) on a best-selling Japanese novel of the same name by Hideaki Sena, the script and game design is by Takayuki Tokita of *Chrono Trigger*, *FFIV* and *Live-A-Live* fame, the battles are by Yoshihiko Mackawa, who directed *FFVI* and *Super Mario RPG*, the characters are designed by *FFVII*'s Tetsuya Nomura, and the music is by Yoko Shimomura, who scored *Super Mario RPG*, *Front Mission* and *Front A-Live*. The key

American staff members are Steve Gray, who has done CG work for the films *True Lies* and *Apollo 13*, and Darnell Williams, head of Square's American CG section. Most of the other American staff members are in the CG department, and the game's programmers are split down the middle—half Japanese, half American.

Very little is known about the game design, other than that it uses an engine derived from *FFVII*: Pre-rendered backgrounds (apparently in superslick 640x480 this time around, much higher than that of *FFVII*) with polygonal characters. The battle system is the latest incarnation of Square's trademark Active Time Battle System, which first debuted in 1991 with *Final Fantasy IV*. Even less is known about the storyline, except for Square's blurb above and the three main characters: Aya Brea, the hot 25-year-old female detective who appears in all but one of these game shots, her partner Daniel "Bo" Dollis, and a researcher from a Japanese university, Kunihiko Maeda.

Square has also talked about what apparently happens at the very beginning of the game: It's Christmas Eve, 1997, in New York. Aya Brea and her boyfriend are on a date at the opera house. Suddenly, the actors

on stage burst into flame, screams ring out, and confusion reigns. Opera-goers and actors alike make mad dashes toward the exit. One actress remains on stage, laughing scornfully. "Maybe this woman is the perpetrator," thinks Aya, as she raises her gun towards the figure on stage.

"My name is Eve," says the woman.



Aya 「そうしたいけどね。
ゆうべの真相は私しか知らないもの。」

Background image: Aya Brea and Daniel "Bo" Dollis standing in front of a building.

Background image: Aya Brea in a dark, futuristic setting.

Background image: Aya Brea in a dark, futuristic setting.



ILLUSTRATION BY TETSUYA NOMURA

SQUARE'S



Parasite Eve will be out in Japan this Winter, and Square is working hard to attempt their first worldwide simultaneous release. They plan to sell 1,000,000 copies of *Eve* in Japan, and anywhere from 1 to 2,000,000 in America. We literally did this page the day our issue closed (truth be told, the day we were meant to be at the printer!), so we're sorry we couldn't include more information. We'll try to get more for next month!



• AZEL •

SS • SEGA • 3D RPG • SUMMER



It's been a while since we last heard from the creators of *Azel*, and it's been even longer since we last heard from the lead character, Azel. We'll have more to do on *Azel: Final Dragon RPG* as soon as possible. Ora ora oraaa!

• Willy Wombat •

SS • HUDSON • ACTION • 6/27



Willy Wombat is a new 3D action title from Hudson. Though the game can be played 360°, it's best to play vertically. Willy Wombat has a variety of weapons and abilities, including a sword, a bow, and a spear. The game features a variety of environments, including forests, mountains, and deserts. The graphics are quite impressive, with detailed textures and lighting effects.

• Ra-Bi-To ("Rabbit") •

SS • EA VICTOR • FIGHTING • JUNE



Ra-Bi-To is a fighting game developed by EA Victor. It features a variety of characters, each with their own unique fighting style. The game also features a variety of stages, including a city street, a jungle, and a desert. The graphics are quite impressive, with detailed textures and lighting effects.

• Panzer Bandit •

PS • BANPRESTO • ACTION • JULY



Panzer Bandit is a new action game from Banpresto. It features a variety of characters, each with their own unique fighting style. The game also features a variety of stages, including a city street, a jungle, and a desert. The graphics are quite impressive, with detailed textures and lighting effects.

GAMERA 2000

>TORCH YOUR FOES WITH THE AVENGING FLAMES OF GAMERA!!

R REVIEW



PlayStation

DEVELOPER -	DAEI / TYO
PUBLISHER -	VIRGIN
FORMAT -	CD
# OF PLAYERS -	1
DIFFICULTY -	MEDIUM
AVAILABLE -	NOV. JAPAN



EVIL RAY



perfectly respectable levels! The effects are hardcore, as well; the best lens flare this side of the N64 and Gamera's flaming plasma balls are especially notable. Also, several levels have multiple paths and multiple mid-bosses—again, very Panzer-esque.

Something I haven't yet mentioned are the FMV cinematics, starring very, very bad actors... something one would expect from a B-movie series like Gamera. They fit the theme perfectly, but you'll have a hard time understanding some of the dialogue—it's either dubbed horribly or delivered by clearly non-native speakers.

Gamera's techno tunes are also excellent—strangely enough, they're by Taito's sound team Zuntata, who have been nothing but a problem of late... but that's just my opinion; don't tell E. Storm, or you may never hear from Evil Ray again!

If you're a Panzer Dragoon fan or a shooter fan in general, there's no reason not to pick up Gamera 2000... a truly unexpected bonus import title. ER

>ONLY JACK MORTON AND LISA
MURKIN CAN GET BREW GADS' ONA!!

Let's talk about the Panzer Dragoon series: Panzer Dragoon One and Zwei. You know them, you love them. That is, if you're smart, you do. Now, the upcoming Panzer Dragoon RPG, Azel. Look how little that has to do with Panzer Dragoon, the shooter... even the main staff has admitted that none of them have ever heard of it. It's longer than mid-way through Zwei's development. Wanna know why? All of Team Andromeda left Sega to make this game!! This game IS Panzer Dragoon... look at those lock-on squares! Look at that radar!!

Um... um... actually, I have no idea if what I've just told you is true, but it is good for thought. You see, Gamera 2000 is so utterly identical to Panzer Dragoon it's sick. The spinning-around-with-the-LER-buttons thing, the control, the level design, the lock-on... it's all here. About the only thing that's not is Panzer's hardcore Nausicaä-influenced theme, replaced with Japan's best-loved (alright, second-best)





Although it's a bold statement, Armageddon: Magic the Gathering (influenced by the card game of the same name) just might redefine the way you look at arcade games. Not just because of the property its characters are based on, nor its beautiful graphics, or even its highly competitive and addicting gameplay—but simply by the way each of these elements are perfectly combined.

The idea was simple—create a unique title that would draw people back into the arcades. But with these game-congested areas seemingly dominated by fighting, racing and shooting titles (along with anything that sports an expensive cabinet), Acclaim wouldn't just be hard-pushed to introduce a new type of game into the arcade market; the task looked to be almost impossible. The answer? Create a new type of game that's damn near perfect, an assignment that was given to Acclaim's new in-house arcade development team.

This small group of highly talented programmers and artists took the Magic license and made something incredible. And as in almost every arcade hit, the basic idea behind Armageddon is a simple one. Using the trackball to maneuver a cursor around the arena, you must plant eggs that will eventually grow into small MtG creatures (or if you concentrate on one area, larger beasts), fire "direct damage" at your opponent, or warp out of harm's way to one of five "power points" (which are the only places on the board your character can exist). That's it! Three main actions, three buttons.

The magic behind Armageddon, though, is that this doesn't even begin to describe the actual gameplay. While you're laying your eggs and such, your opponent is not only doing the same thing, but "counter-spelling" your unhatched creatures (by placing an egg on the same spot), and even hitting you with direct damage. Meanwhile, many creatures for both sides have hatched and are trampling towards each player, forcing you to fight them off and/or transport to another area. Suddenly, you notice your army is quickly dwindling, causing you to start laying new eggs...and so this fast-paced and ultimately chaotic symphony of life and death begins again—ending only when your life points expire or the time runs out. And all of this fun running off Acclaim's new 3DFX-powered Epidemic game system, featuring high resolution graphics (640X480), over 15,000 frames of animation (just wait until you see the Blue Mage's flowing pantaloons), and gorgeous color. It's Madness!

As a former avid Magic player, I must admit the idea of an arcade title based around my once-favorite game initially left me a bit disgusted, and the fact it uses a trackball made it even worse. Of course, it only took a few minutes of play time to totally change my mind. This game is going to be hot. Look for a full review as Armageddon's release date nears, currently set for this September.

-Orion

ARMAGEDDON™

QUARTER

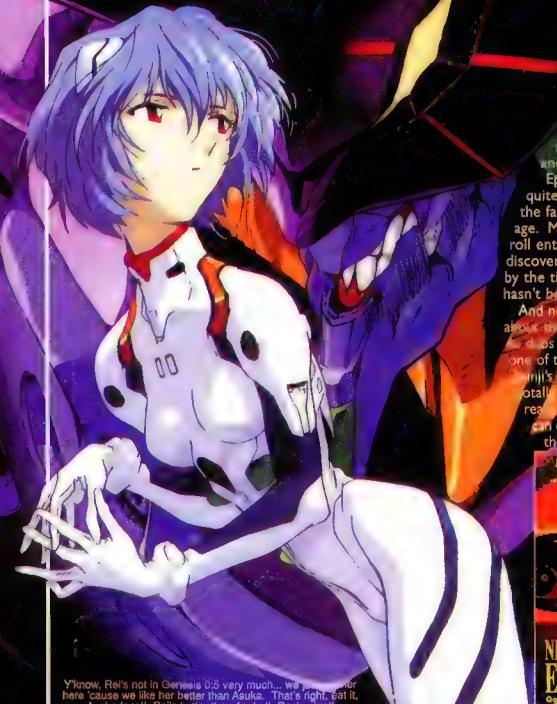
CRUNCHERS

Friction

1

NEON GENESIS EVANGELION

Genesis 0:5



Y'know, Rei's not in Genesis 0:5 very much... we're here 'cause we like her better than Asuka. That's right, eat it!! Asuka fans!! Rei's hotter than Asuka!! Reckonize!!

Finally! It's here... *Evangelion Genesis 0.5!* How long has it been since 0.4? Months! Unfortunately, the massive wait wasn't entirely worth it, as, in my opinion, *Genesis 0.5* isn't one of the better tapes in the series. Still, *Evangelion 0.4*'s *One Armed Pilot* is still the best.

Still, Episodes 8 (*With One Accord* in a Flash/Both of You, *Dance Like You Want To Win!*) and 9 (*MAGMADIVER*) are without question the wackiest, most comedic episodes in the entire series, and offer a refreshing break from the drama...and from *Genesis* 0:6 on in, that's practically all *Evangelion* is.

The tape begins with Episode 9: *With One Accord in a Flash* (an odd translation on AD Vision's part; the original episode name meant something like "In An Instant, Hearts Overlapping"), an extremely wacky episode in which we see the beginnings of Asuka's new life in Japan—being a foreign babe, she's very popular at school. However, the seventh Angel attacks and promptly splits into two, trouncing Units 01 and 02. The UN is able to make the Angel regress into a dormant state with an N2 mine, giving Asuka and Shinji a few days to undergo Unison Training to synchronize with each other so they can attack both Angels simultaneously. After a hilarious montage sequence of Asuka and Shinji attempting to synchronize, we're treated to 62 seconds of godlike animation and music as Units 01 & 02 defeat the Angel in perfect unison.

Episode 10, MAGMADIVER, is beloved by many, for what reason I can't quite figure out. It's such a popular episode that AD Vision even trumpeted the fact that 05 can find it on its cover! In my opinion, it's wholly average. Maybe it's so popular because of all the cute Asuka scenes in it ("back roll entry!") or something. At any rate, in this episode an embryonic angel is discovered in the volcanic Mt. Asama, and Asuka is ordered to retrieve it. Yet by the time her D-type Equipment reaches its maximum depth, the angel still hasn't been found, and the suit is rapidly deteriorating...

And now, a quick word about the dubbing. It's...
as good as it's gonna be.
One of the best ones, but
it's missing and Asuka
totally correct voice gets
real annoying. Again,
I can only recommend
the sub.





Gude Crest: The Emblem of Gude



Those somehow-familiar (OK, I remember the PC Engine game, but where else have I seen Efe and Jira?) swordswomen, Efe and Jilla, return in *Gude Crest: The Emblem of Gude*, a thoroughly average girls-with-swords adventure. It seems the two girls, who come from faraway lands, have landed themselves on a slave ship full of children. With their freaky-looking [REDACTED] process get the legendary Gude Crest, which they decide must be returned to its owner. Unfortunately, that owner is Princess Rubiella and her brother Julian, who've been captured by an evil cult that worships a vicious god-like being.

Needless to say, Efe and Jira smash everything and everyone to save the day.

At first, *Gude Crest* is hard to watch; the character designs are a bit too anime-seems terribly, terribly old, like you vaguely remember it back in the '80s. In the long run, however, the excellent action/fight sequences and the extremely likable characters of Efe and Jilla themselves win out. You'll find yourself at least liking Gude. It's not one you'll remember forever, but Gude is a decent diversion while you're waiting for the next epic. (Speaking of epic, there's another epic fantasy anime. Well, *Excalibur*. We'll have to wait for that.)



Golden Boy Volume 3



Kintaro Oe, the wonderful, lovable student of life, who travels around to see the world and help others, finds himself around, in *Golden Boy Volume 3*, he finds himself helping out in a small family-owned noodle shop. He has a daughter named Noriko, and it seems that the lovely Noriko has a suitor, Kogure, who wants to take over his nature, marry her, and take over her father's noodle shop to turn it into nightclubs. Kintaro is determined to save the fair Noriko from the clutches of such an evil, two-faced man.

Whereas the previous *Golden Boys* were based on more of a romantic comedy which gets a bit naughty now and again, *Volume 3* is trying to clean up *Golden Boy's* image, and while it's certainly a mile fun, I mean, what would Beavis and Butt-head be if getting into trouble? Being fair though, everything about the show is still just as good. The animation is superb and the English cast does a respectable job.

In the end, I was a little disappointed with *GBV3*. I was expecting to sit down and have a half hour of childish, guiltless laughs, and while I did have a few moments of uncontrollable laughter, it just wasn't the same. I definitely recommend seeing it, just don't expect quite the same *Golden Boy*.



Key the Metal Idol Ver. 1



A cold, emotionless, fragile robot, a robot who wants nothing more than to become human. This is Key, the metal idol. Muro Miwa. She rushes home from school one day to find him dead, a tape recorded with his dying words played over and over, her battery will one day run out, and before that happens, she must complete her grandiose dream to become human, she must find and make 30,000 friends.

Thus we are introduced to Key, and the strange, almost surreal version of Japanin which she lives. And there are many people as she can. As she arrives, strange events begin to unfold around her, seemingly random at first, but revealing a much bigger picture. What really happened to cause her grandfather's death? Who are her mysterious friends do for Key? And what of the strange idol singer Key takes such a liking to?

The one thing that bothered me about *Key TMI* was Viz's lack of effort. At a number of points during the show, key characters would talk, and no translation of what they were saying was provided. Still, I'm happy to see *Key* get a US release, and will be happy to see more companies release similar titles that have yet to hit our shores, such as *Video Girl AI*. Everything about *Key* reminds me of older anime that I was into when I was younger, and I welcome it with open arms.



FROM A CAVE DEEP INSIDE AGOURA...



The Postmeister

Dear Posty,

Why does GameFan have such a small Saturn section... This is how your issue goes: PS section, small SS section, PS section again, N64 section and another tiny PS section. Example: Vol. 5 Issue 5. Come on GameFan, you can do better than that. You're my favorite magazine but you're not fairrrr! Why don't you review better games for the SS section. Not *Duke Nukem 3D*, *Quake*, and especially not *Manx TT*. Review something like *Grandia* or *Airs Adventure*. Last question, why is PS coverage of a game sometimes bigger than the SS coverage of the same game, like *Fighting Force* or *Tomb Raider*? Thanks for listening.

Evans Cade

West Palm Beach, Florida.

Ok, I've received literally HUNDREDS of letters from disgruntled Saturn owners along these lines, and the truth may sting a little. The simple fact is: Saturn doesn't get as much coverage as PS because THERE AREN'T AS MANY SATURN GAMES COMING OUT! Honestly. There's no conspiracy at work here. I love my Saturn dearly, as do most of us GameFan. But when we don't get the games, there's nothing we can do about it. It's no secret that Saturn is struggling in the US and as a result less and less games are grand releases. Companies like Shiny, Core and Atlus have stopped producing Saturn games. Doesn't that tell you something? Now

wouldn't say the Saturn is dead. It's up the ghost quite yet, but it's definitely becoming more of a niche market (in the US at least).

On yeah, your comments regarding Duke Nukem 3D and Quake are reprehensible. They're two of Sega's biggest exclusives, not to mention fantastic games in their own right. Play them before you pass judgment. And Manx TT's not bad either.

Finally, the reason we gave PS Fighting Force and Tomb Raider more coverage than the SS versions was because Sony paid us. Just kidding. It was because the PS versions were more complete.

Ps Uber Postmeister,

Did he just say what I think he just said? I had to go back and play through 20 hours of game just to see the sequence again. Yes he did. Diego said "It's over." Wow. Now let me set this up for you. It happens during one of the most climactic scenes in a game that thrives on a great story line. The characters in the party of Vandal Hearts are at a complete loss; their last hope of survival is gone. What else is there to say?

Language in videogames is an issue that needs to be dealt with. I would like to start this discussion by congratulating Konami for sticking with this bold move. They kept the M17+ rating and risked taking in a smaller profit for the good of the game. Now I'm not radical,

I wouldn't dare say kill all the kiddie games and bring on the mature sex, gore and profanity. I wouldn't expect *Mario* or *Crash* to break into a Tarantino dialogue. Each game has its own tone (or cuteness level). There is a time and place for profanity and what Diego said perfectly summed up their situation. Let me give you an example to prove how appropriate profanity can be. You can not tell me that you all didn't mind dishing out \$7 to see *Star Trek: Generations* after hearing Data say exactly the same thing. It fit so damn perfect. What do you think?

Thanks for your time,

Erik Jakobsen

San Pedro, CA

What do I think? I think you're a sad man for playing through two hours of game just to watch a character say ***t. As for profanity in videogames? ***t, it, why the *** not?

Dear Postmeister,

First off, I'd like to say that out of all the gaming mags, I think that GameFan is the best. I also like the info you've been giving us readers on FFVII. Here are my questions:

1. Are there going to be any selectable characters in *TR2* besides Lara?
2. How many selectable characters will be *RE2* and who are they?
3. When is *Tobal 2* coming to the US?
4. I just got *Need For Speed 2* in May and it wasn't supposed to come out until June or July. Why did I get it so early?
5. I heard that there is going to be a PS game that is a combination of *FF1*, *FF2* and *FF3* built into one game. Is this true? If so when is it coming out?
6. What is the storyline for *FFVII*? Cloud the main character?
7. How much do you get paid? Well, that's it. Thanks.

Paul Aguilar
Barstow, Ca.

1. It's not confirmed, but there are rumors that you may be able to play as other explorers. The GC version is said to be networkable.

2. The two we know of so far are Liza (a motorcycle champion) and Leon (a police officer). Since the game's going through a total reworking, it's possible there will be more.

3. Square and Sony have both stated that they have no plans to release *7* bar 2 over here. Insanity if you ask me.

4. SO IT WAS YOU WHO BOUGHT IT!!

I was wondering what sad, disturbed individuals were keeping that turd at the top of the charts and now I know. Paul, you should be ashamed of yourself... I suppose it was you who bought WCW vs. The World and Cruis'n USA as well?

- Square recently released FF4 on PS in Japan, and there was talk of 5 and 6 following. But nothing of 1, 2 or 3. Sorry.
- When the game starts all you know is that you're playing an ex-soldier named Cloud who is chasing a character called Sephiros. That's it. To tell you any more would ruin the game. 7. What's 'paid'?

Dear Mr. Meister,

Fighting games have been all the rage these past few years. I can remember when *Street Fighter 2* first came out way back and people used to crowd the machine. I was awed by the graphics and excitement of that game, and was one of the first people to get a copy when it came out for Super Nintendo. Now, over half a decade later, people are still clamoring over fighting games. I, however, have changed in my opinion. I cannot figure out why people continue to play these games; they're all the same! All the companies do is improve the graphics and sometimes add another button. No originality whatsoever. Wow, in *Battle Arena Toshinden* you can actually 'move around' in a 3D environment. Big deal, still looks like the same fireball throwing, beat every character and fight the boss type game to me.

Speaking of SF, why have ALL the SF games been me-hits? I don't understand. Why do people love to play the same game over and over? The same can be said for *MK3* and its 'upgrades.' I don't care about pixel size or animation rate, the whole fighting game concept is getting very old. How many fireballs does someone have to throw before he gets it? Although there are hundreds, if not thousands, of fighting games out there, I still consider there to be only two: the fireball *Street Fighter*-type game and the hand-to-hand *Virtua Fighter* type game. Two games made into a thousand by changing things slightly to make a quick a buck. People always look at me like I'm crazy when I say that fighting games stink, so I thought I'd write this letter to express the reasons for my opinion.

Thank you very much for reading.

Gibson Yen

Silver Spring, MD

You raise some interesting points, though personally I think you're being a bit harsh. Yes, fighting games are very similar, but then most games within the same genre usually are. That's the whole point of a genre: building on a set of established parameters. It just so happens that in the case of fighting games, SF2 laid down those parameters. If you're looking for something a little different, try *Tobal 2*.

Dear Post,

I am a devoted PlayStation and *Street Fighter* fan. I could not be more happy when I heard that *X-Men Vs Street Fighter* wouldn't be a Saturn exclusive, and I think it's a good (place-your-life-on-it) bet that *SF3* will be released on PlayStation in '98. However, I have a problem with Sony's controller. It wasn't good for *SF2* and I can't picture it being any better on *X-Men Vs SF*. Are there any third-party PlayStation controllers with a 3-2 or 4x2 layout and a decent d-pad?

Jonathan 'The Palpatine' Randolph

Phoenix, AZ

I hate to be the one to burst your bubble, Jonathan, but Capcom STILL hasn't announced *SF Vs X-Men* for the PS. As far as we know, it's still a Saturn exclusive. And when you see how much animation they had to cut out of *Marvel Super Heroes* to fit it on PS, it's easy to realize why. Bottom line: If you want to play the most accurate versions of Capcom's 2D fighters at home, you're gonna have to bite the bullet and get a Saturn with RAM cart. As for *SF3*, we've heard that it's being converted to home system for a fourth quarter release this year, but we're not 100% sure. Oh yeah, Evil Roy recommends a 4x2 6B fighting pad. Whatever that is.

SAILOR MOON-O-METER

Nearly every letter I get these days has some mention of *Sailor Moon*, be it good or bad. So here, for the first time, is the Sailor Moon-o-meter, representing what portion of SM mentions are positive versus negative.



VENUS LOVE AND BEAUTY
SHOCK TO ALL!

Write to me and I'll run for President!

The Postmaster
5137 Clareton Dr. Suite 210
Agoura Hills, CA 91301

ADVERTISER'S INDEX

ACTIVISION	IFC-1
ATLUS	3
BRE	110
CART MART	114
CORNER DISTRIBUTORS	114
EIDOS	9
GAME CAVE	115-IBC
GAME DUDE	114
GAME EXPRESS	112
GAMESCAPE	114
GAMES ETC.	107
JAPAN VIDEO	111
MALO FILM INTERACTIVE	11, 13
NAMCO	17
PSYGNOSIS	25
SEGA	BC
SIRTECH	21
T-HQ	29
UNIVERSE VIDEOGAMES	110
VIC TOKAI	15
W.I.T.	113
WIZARDS OF THE COAST	4-5
WORKING DESIGNS	7, 27

INTERACT STUFF

NINTENDO DD64 INFORMATION!

It's been confirmed that yes, the DD64 (Disk Drive 64) will be released in Japan this December. The DD64 will retail for 12,800 Yen (\$99.00) and the games will cost between 4800yen and 5800yen (\$42 to \$52), roughly the same price as a PlayStation game in Japan. The DD64 holds 64 Megabytes of data, which with compression can be optimized to 100 Megabytes. It has faster access time than a 5x speed CD player, and comes complete with a modem jack for instant telecommunication. Another new addition is the clock and calendar function as found in the Saturn!

3 games will launch this year in Japan with the DD64: *Mother 3*, *Mario Paint 64* and *Sim City 64*, possibly even *Pocket Monsters 64*. There are said to be over 20 third party DD64 games in development in Japan, while Nintendo has over 15 games including *Zelda 64*, *Super Mario RPG 64*, *Dream 64 DD* (not to be confused with the car version), *SimCopter*, *Killer Instinct 3*, and *Ultra Donkey Kong (DKC64)*.

RUMBLE IN THE PARK!

Here's a list of games currently set to be compatible with the Rumble Pack!

Chameleon Twist

Clay Fighter 63 1/3

Fishing

F-Zero 64

Hiryu No Ken Twin

Sonic Wings Assault

Top Gear Rally

Wild Choppers

RUMBLE THIS!

Wild Choppers was actually delayed (it's fallen from its scheduled May 23rd release to the unknown list in Japan) because the producer thought the pack worked so well with *StarFox*, they've decided to go back and re-do parts of *WC* to interact with the Rumble Pack.

SEGA STUFF

Last Bronx will be coming or not I but 2 CDs! No word on why Sega has added the 2nd disk but rumor has it it's a memorabilia thing filled with pictures and movies. The super-bouncy *Dead or Alive* will be released for Saturn in September (in Japan) and Tecmo has told me that a sequel is also in development.

AM2 is said to be working on two versions of *Virtua Fighter 3*: one version that uses the upgrade and another version without. The upgrade is said to be either a 64bit CPU or a RAM upgrade similar to what Sega wanted to do on the Genesis with the 32X. Sega has unofficially told us that *VF3* will be at the E3; perhaps not in playable form but rather on video.

Good news for Sonic fans. There is much talk of Sega making a Sonic racing game (*Sonic Kart?*) for the Saturn and that it will be released later this year.

We have some more info on Sega's new system the Dural/Black Bell/Saturn 2/Giga

Drive/take your pick! The polygon count is still between 1 to 2 million, MicroSoft is making the OS, 3DFX is making the graphics chip, the CPU is based on the SH4 200 MHz chip, the sound chip is based on Creative's AWE 32 sound card and the machine will ship with between 16 and 32 megs of RAM. Currently the hardware is in the hands of Sega developers only—3rd parties won't receive development stations for approx. 3 to 5 months.

There's talk of Model 4 appearing as early as next year! Sega is apparently increasing their efforts in response to Konami's Cobra hardware which can crank out 5 million polys a second. But let us not forget, Yu Suzuki said that *Virtua Fighter 4* would be the first Model 4 game...

And finally, Sega may be dropping the price of the Saturn in the US to around \$129 or even cheaper sometime in the next 2 to 4 weeks.

NAMCO

Namco has confirmed that they will be showing AN ALL NEW title at this year's E3. The game, developed in their US offices, will be the main attraction at their stand and will be released in the US first. Namco has also told us that *Tekken 3* will NOT be released in the US this year, although it will be in Japan. Also *Tekken 4* is not currently in development because the *Tekken* team are hard at work making *Tekken 3* for the PlayStation. So when *PS Tekken 3* is finished the team will start work on the follow-up.

INTERACT INTRODUCES

VD3 WHEEL FOR PS AND N64

Substance D just got back from beautiful Monterey, CA, home of the Laguna Seca Raceway where Interact were hosting a day of racing at Skip Barber's famous race driving school. Debuting their new V3 Racing Wheel for the PS and N64 (PC version to follow), Substance D and several other members of the press were allowed to experience the thrill of racing an open-wheel, open-cockpit



Formula Dodge around one of the world's best race tracks (in racing suit and helmet, no less). Following this awesome day of racing, we were given a hands-on test of their new analog wheel, the V3. Both N64 and PS versions tilt, extend, offer fully reconfigurable buttons and sensitivity, have detachable foot pedals, and multi-position operation. The N64 V3 adds a Y axis control slider for vertical movement and a memory pak slot.

The V3 worked beautifully with *Rage Racer* and was only so-so for *Mario Kart 64*, simply

because it was almost impossible to do a proper power slide with the wheel. I suspect that games like the upcoming *Top Gear Rally* and *Rev Limit* will be far more suitable. Look for the V3 in July at a very reasonable street price of around \$50 bucks. Extra special thanks to Michael, Melissa, and Jason at Interact for setting up the day of racing and to everyone at Skip Barber's school for making it a total blast.

LITTON DEVELOPS PROTOTYPE... GLASSES-FREE 3D!

The dream of glasses-free 3D took one step closer to reality as Litton Industries unveiled their new, autostereoscopic 3D display. Developed in conjunction with AutoStereoscopic Systems of Cambridge, England, and Infinity Multimedia, their new technology offers a motion-parallaxed, stereoscopic 3D display with no glasses required. The way it works is quite technical, far too much so to condense into anything meaningful, but I've seen it, and it works. Almost cooler than seeing depth was the ability for several independent images to be shown on one display (also the key to the depth). By moving only inches to one side or the other, the on-screen image would completely change. Imagine playing multiplayer *Doom Deathmatch* on one screen! Expect to see arcade applications in about a year and apparently, some big names have approached Litton about utilizing their technology. A few years down the road, look for 3D PC monitors.

THE MERGER'S OFF!

The merger between Sega and Bandai is off. How 'bout that!! It seems mid level management over at Bandai got a tad shaken not stirred when Sega told them... about the 64X!!! Yee-gads, not again!! (Just kidding). Actually, Bandai requested a cancellation of the merger and offered a business alliance instead, which Sega accepted. Employees at the toymaker were nervous about the change of environment, among other things. But when the President's Tamagotchi mysteriously bit the big one, that was it!!! "The deal's off," he cried. (I'm kidding again.)

SONY

Sony has confirmed that the PlayStation will be reduced in price to \$99 by no later than July. Square has stated that they will not be releasing *Tobal 2* here in the US (let's hope someone else picks up the rights). *Front Mission 2* will be coming to the PS sometime next year, while *Tomb Raider 2* is rumored to be an exclusive title for the PS similar to Square's *FF* deal. Sony has just recently released their \$1000 DVD player with Mpeg 2. The Mpeg 2 chip in the DVD player was designed by Sony and may appear in the inevitable next Sony game console, which by the way, Sony will not introduce until the time is right. If all this talk about the next Sony console makes you nervous (as it does me), don't worry, everything you hear is pure speculation.

ulation at this point and SCE assures us it's a ways off. Somewhere deep inside Sony R&D they are certainly working on new technology but, uh, I doubt they'd like feel the need to leak it. We're talkin' mid '99.

FINAL ROUND

- Rumors are flying around that *Phantasy Star 5* is in development for Saturn. Sega would neither confirm nor deny its existence...
- The sequel to *Synesthesia's Formula 1, Formula 1 '97*, will be at the E3.
- The Neo-Geo 64 will be released at the end of this year in Japan for under \$500. How many games will be available at launch is still up in the air, but expect *Samurai Shodown 64* to be among the first. Games will be released on CDs and we have word that new sequels to both *King of Fighters* and *Real Bout* are already in production.
- Acclaim is making *WWF's Raw is War* for the Nintendo 64. This version of the game, which is also being made for the PlayStation, will be polygonal. *Raw* will debut at E3 and should be out by the end of the year.
- Sources at Nintendo say that Nintendo of Japan's R&D 2, the creators of *Metroid*, are making a 3-D fighting game.
- Rumors are floating around that the next *Crash* game (after *Crash 2*) may be a kart racing game similar to *Mario Kart 64*: *Crash Kart*!!!
- Capcom's Yoshiki Okamoto, has stated that the company is examining the possibility of putting *Resident Evil* on a 128-megabit N64 cartridge! They may even change the theme from horror to ninja (with booby traps, etc). Speaking of *Resident Evil*, look for *Resident Evil Dash* (RE remix) to make an appearance at E3.
- For all you Tamagotchi lovers, Bandai is making Tamagotchi for the DD64 sometime next year. No word on a release date.

Working Designs and GameFan Bury the Hatchet!

We would like to take this opportunity to lay to rest once and for all the issue regarding our *Lunar* review in Volume 3 Issue 10 (October '95). Though we loved the game (and still do), the US version which the editorial was based on was played for only 12 hours (less than 1/3 through) when the review was written. Upon completing the game, we have realized that the translation overall was excellent, and hereby would like to apologize to everyone at Working Designs for the misunderstanding which ensued. We look forward earnestly to bringing our readers quality coverage on all of Working Designs' upcoming titles, which now include PlayStation games!

IT'S TIME TO GET A GRIP PEOPLE...

Reality Quest's The Glove, a next generation controller incorporating natural finger button action and state-of-the-art wrist-motion sensing technology, recently made its way onto my nimble controller hand. Although the prototype still had a few bugs, I must admit, it is a rather cool sensation actually pointing where you want to go with a flick of the wrist, buttons tucked neatly at each finger's end. Advanced techniques (exhibited by the inventor himself) included insane combos, as he'd actually turn his wrist to mimic the fireball motion! (It's like, you're the d-pad!) Could this be the way we'll play games in the future? Well, RQ sure hopes so. We'll review The Glove as soon as we get our hand on a final. Look for as PS version to hit 4th quarter '97 with an N64 version close behind.



G.E.M.

International

A Division of **GAMES etc.**

SPECIALIZING IN JAPANESE VIDEO GAMES

Playstation

- *Tobal 2*
- *All Jpn Pro 2*
- *Alundra*
- *Speed Racer*
- *Robot Wars 3*
- *Rambla 1/2*
- *Arc Combat 2*
- *Final Fantasy 7*
- *Macross V-FX*
- *Bushido Blade*
- *Tales of Destiny*
- *Marvel Super Heroes*
- *Fighters Impact*
- *Tokyo Highway 2*
- *Sega Fighter*
- *Rumahou*
- *Reiden DX*
- *Dragon Ball GT*
- *Time Crisis*



Nintendo 64

- *Star Fox 64*
- *Blade and Barrel*
- *Rev. Limit*
- *Wild Choppers*
- *Golden Eye 007*
- *Doraemon 64*
- *Sumo Wrest 64*
- *Yakuza Trouble Makers*
- *Pro Baseball 94*
- *N64 Converter*

SNK



Saturn

- *Grandia*
- *Macross*
- *Fire Pro Wrest*
- *Zero 3 Champ*
- *Saturn Converter* (USA/PN)
- *Z Gundam*
- *Bushido M-Force*
- *Samurai RPG*
- *St. Fighter vs. X-men*
- *Sky Target*
- *King of Spins 2*
- *Bomberman*
- *Waku Waku 2*
- *Marvel Superheroes*
- *Cyberbots*



Neo Geo

- *KOF '96*
- *Samurai 4*
- *Samurai RPG*
- *CDZ (double speed)*
- *Real Bout Special*
- *Magical Drop 3*



THIS MONTH'S SPECIALS

Macross V-FX (PS)	\$79
Z Gundam (SS)	\$69
Manx TT (SS)	\$49
Gundam 3 (SS)	\$49
Bushido Blade (PS)	\$69
Tobal 2 (PS)	\$69
Choro Q 2 (PS)	\$49

CHECK WITH US FIRST! WE GET THEM FAST
AND OVERNIGHT DIRECT FROM JAPAN!

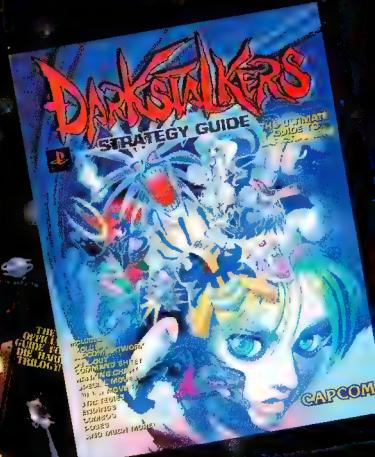
CALL NOW: 415-731-1683

Visa, MC, C.O.D., Wholesale Welcome

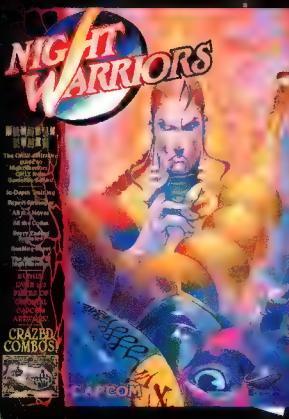
Retail Shop: 1810 22nd Ave., San Francisco, CA 94122
Fax: 415-564-8738

All trademarks/tradenames are properties of their respective owners. CA res. add 8.5% sales tax. All sales final. Price and availability subject to change without notice.

The most in-depth
strategy guides
in the Universe!



GAMEFAN
BOOKS



GameFan Books Order Form

Name _____

Address _____

City _____ State _____ Zip _____

AVKS!

Make checks (US funds) payable to: GameFan.
5137 Clareton Drive, Suite 210, Agoura Hills, CA 91301.

Night Warriors.....	@ \$8.95	\$
Darkstalkers.....	@ \$8.95	\$
Super Mario 64.....	@ \$9.95	\$
MK Trilogy.....	@ \$9.95	\$
SoulBlade.....	@ \$9.95	\$
Persona.....	@ \$9.95	\$
Die Hard Trilogy.....	@ \$9.95	\$
Independence Day.....	@ \$9.95	\$
Turok: Olimsaur Hunter.....	@ \$9.95	\$
Shipping & Handling.....	@ \$1.50 ea....	\$

(Foreign add \$3 ea.) **TOTAL** \$

Japan Video Games

Your #1 Source of American and Japanese Video Games



DBZ Legend \$69

Import
•Feda 2
•Bounty Sword
•Final Fantasy 4
•Zero 4 Champ
•Azuika 120% Burning Fest

Dracula X \$75

•Alundra
•Air Combat 2
•Runabout
•Time Crisis + Gun
•Fighter's Impact
•Zero Divide 2

Ranma 1/2 \$69

•Gurdam 0079
•Gamer 2000
•Puzzle Arena Toshinden
•Dragon Knight 4

SAMURA 3 \$29

•Samurai Showdown RPG
•Super Robot War Shooting
•New Super Robot War
•King of Fighters '96

Sangoku Musou \$65

•Top Gear Rally
•Golden eye 007
•Lamborghini 64
•Clay Fighter 63 1/3
•Golden eye 007
•Killer Instinct Gold

Total No. 2 \$75

•III Super Star Soccer
•Missions Impression
•Hokuto no Ken
•War Gods
•Tetrisphere •FIFA 97
•Star Wars •Cruis'n USA

Fma Fantasy Tact.cs



Front Mission Alternative



Gundam: The Battle Master U.S.

•Marvel Super Heroes
•MDK
•Ogre Battle
•Dynasty Warriors
•Broken Sword

•Thunder Truck Rally
•War Craft 2
•Over Blood
•Wild Arms

•Tenka: Code Name
Saga Frontier



DBZ U STHL 22 \$39



Macross D.M. \$75



Bushido Stride \$75



All Jap. - Wrestle 2 \$59



SAILOR MOON \$69



DBZ U STHL 22 \$39



FINAL FANTASY 7 \$75



FINAL FANTASY 7 \$75



FINAL FANTASY 7 \$75



FINAL FANTASY 7 \$75



FINAL FANTASY 7 \$75



FINAL FANTASY 7 \$75



FINAL FANTASY 7 \$75



FINAL FANTASY 7 \$75



FINAL FANTASY 7 \$75

Import
•Street Fighter
•Bishirinjin
•Akumu Waku 1
•Macross
•Sonic Jam
•Skylon
•Gundam
•Cyberpunk
•Grandia
•Mankai
•Glassman
•Evangelion
•Dental Mayon
•Samurai Shodown
•Tengen Toppa Gurren Lagann

•Asterix
•Jaguar
•Mystic Quest
•Shakira
•Marvel Super Hero
•Dragon Quest II
•Dragon's Lair
•Magic Knight Rayearth

•Asterix
•Jaguar
•Mystic Quest
•Shakira
•Marvel Super Hero
•Dragon Quest II
•Dragon's Lair
•Magic Knight Rayearth

•Asterix
•Jaguar
•Mystic Quest
•Shakira
•Marvel Super Hero
•Dragon Quest II
•Dragon's Lair
•Magic Knight Rayearth

•Asterix
•Jaguar
•Mystic Quest
•Shakira
•Marvel Super Hero
•Dragon Quest II
•Dragon's Lair
•Magic Knight Rayearth

•Asterix
•Jaguar
•Mystic Quest
•Shakira
•Marvel Super Hero
•Dragon Quest II
•Dragon's Lair
•Magic Knight Rayearth

•Asterix
•Jaguar
•Mystic Quest
•Shakira
•Marvel Super Hero
•Dragon Quest II
•Dragon's Lair
•Magic Knight Rayearth

•Asterix
•Jaguar
•Mystic Quest
•Shakira
•Marvel Super Hero
•Dragon Quest II
•Dragon's Lair
•Magic Knight Rayearth

•Asterix
•Jaguar
•Mystic Quest
•Shakira
•Marvel Super Hero
•Dragon Quest II
•Dragon's Lair
•Magic Knight Rayearth

•Asterix
•Jaguar
•Mystic Quest
•Shakira
•Marvel Super Hero
•Dragon Quest II
•Dragon's Lair
•Magic Knight Rayearth

•Asterix
•Jaguar
•Mystic Quest
•Shakira
•Marvel Super Hero
•Dragon Quest II
•Dragon's Lair
•Magic Knight Rayearth

•Asterix
•Jaguar
•Mystic Quest
•Shakira
•Marvel Super Hero
•Dragon Quest II
•Dragon's Lair
•Magic Knight Rayearth

•Asterix
•Jaguar
•Mystic Quest
•Shakira
•Marvel Super Hero
•Dragon Quest II
•Dragon's Lair
•Magic Knight Rayearth

•Asterix
•Jaguar
•Mystic Quest
•Shakira
•Marvel Super Hero
•Dragon Quest II
•Dragon's Lair
•Magic Knight Rayearth

•Asterix
•Jaguar
•Mystic Quest
•Shakira
•Marvel Super Hero
•Dragon Quest II
•Dragon's Lair
•Magic Knight Rayearth

•Asterix
•Jaguar
•Mystic Quest
•Shakira
•Marvel Super Hero
•Dragon Quest II
•Dragon's Lair
•Magic Knight Rayearth

•Asterix
•Jaguar
•Mystic Quest
•Shakira
•Marvel Super Hero
•Dragon Quest II
•Dragon's Lair
•Magic Knight Rayearth

•Asterix
•Jaguar
•Mystic Quest
•Shakira
•Marvel Super Hero
•Dragon Quest II
•Dragon's Lair
•Magic Knight Rayearth

•Asterix
•Jaguar
•Mystic Quest
•Shakira
•Marvel Super Hero
•Dragon Quest II
•Dragon's Lair
•Magic Knight Rayearth

•Asterix
•Jaguar
•Mystic Quest
•Shakira
•Marvel Super Hero
•Dragon Quest II
•Dragon's Lair
•Magic Knight Rayearth

SEGA SATURN



IN IMPORT
PLAY ANY IMPORT
SATURN GAMES ON
U.S. SATURN SYSTEM
WITH SATURN
CONVERTER



* SFC / SNES
CONVERTER \$15

Gun Hazard
Sailor Moon RPG
Sailor Moon Super
Bahamut Lagoon
Bomberman 5
Dragon Quest 3
Arabia Knights
Yu Yu Hakusho 2
Tenchi Souzou
The Lord of Elemental
Dragon Knight 4
Star Ocean



DBZ Legend \$59
Ninja Master \$59
Art of Fighting 3 \$59

Samurai 4 \$59
Metal Slug \$59
Psi Ball Special \$59
SAMURAI SHODOWN V

"Neo CD \$39 with game of your choice.
Get \$5 off with purchase of 2nd Neo CD games

WE CARRY NEO GEO
WIDEVISION ATARI & GAMES
CALL FOR LIST OF CARTRIDGES
GAMES AND MINTS

DBZ Legend \$59
Ninja Master \$59
Art of Fighting 3 \$59
Samurai 4 \$59
Metal Slug \$59
Psi Ball Special \$59
SAMURAI SHODOWN V

We carry posters, T-Shirts, Novelties, wall scrolls, and game music CD

"Neo CD \$39 with game of your choice.
Get \$5 off with purchase of 2nd Neo CD games

WE CARRY NEO GEO
WIDEVISION ATARI & GAMES
CALL FOR LIST OF CARTRIDGES
GAMES AND MINTS

DBZ Legend \$59
Ninja Master \$59
Art of Fighting 3 \$59
Samurai 4 \$59
Metal Slug \$59
Psi Ball Special \$59
SAMURAI SHODOWN V

We carry posters, T-Shirts, Novelties, wall scrolls, and game music CD

DBZ Legend \$59
Ninja Master \$59
Art of Fighting 3 \$59

Samurai 4 \$59
Metal Slug \$59
Psi Ball Special \$59
SAMURAI SHODOWN V

"Neo CD \$39 with game of your choice.
Get \$5 off with purchase of 2nd Neo CD games

WE CARRY NEO GEO
WIDEVISION ATARI & GAMES
CALL FOR LIST OF CARTRIDGES
GAMES AND MINTS

DBZ Legend \$59
Ninja Master \$59
Art of Fighting 3 \$59
Samurai 4 \$59
Metal Slug \$59
Psi Ball Special \$59
SAMURAI SHODOWN V

We carry posters, T-Shirts, Novelties, wall scrolls, and game music CD

DBZ Legend \$59
Ninja Master \$59
Art of Fighting 3 \$59

Samurai 4 \$59
Metal Slug \$59
Psi Ball Special \$59
SAMURAI SHODOWN V

"Neo CD \$39 with game of your choice.
Get \$5 off with purchase of 2nd Neo CD games

WE CARRY NEO GEO
WIDEVISION ATARI & GAMES
CALL FOR LIST OF CARTRIDGES
GAMES AND MINTS

DBZ Legend \$59
Ninja Master \$59
Art of Fighting 3 \$59
Samurai 4 \$59
Metal Slug \$59
Psi Ball Special \$59
SAMURAI SHODOWN V

We carry posters, T-Shirts, Novelties, wall scrolls, and game music CD

DBZ Legend \$59
Ninja Master \$59
Art of Fighting 3 \$59

Samurai 4 \$59
Metal Slug \$59
Psi Ball Special \$59
SAMURAI SHODOWN V

"Neo CD \$39 with game of your choice.
Get \$5 off with purchase of 2nd Neo CD games

WE CARRY NEO GEO
WIDEVISION ATARI & GAMES
CALL FOR LIST OF CARTRIDGES
GAMES AND MINTS

DBZ Legend \$59
Ninja Master \$59
Art of Fighting 3 \$59
Samurai 4 \$59
Metal Slug \$59
Psi Ball Special \$59
SAMURAI SHODOWN V

We carry posters, T-Shirts, Novelties, wall scrolls, and game music CD

DBZ Legend \$59
Ninja Master \$59
Art of Fighting 3 \$59

Samurai 4 \$59
Metal Slug \$59
Psi Ball Special \$59
SAMURAI SHODOWN V

"Neo CD \$39 with game of your choice.
Get \$5 off with purchase of 2nd Neo CD games

WE CARRY NEO GEO
WIDEVISION ATARI & GAMES
CALL FOR LIST OF CARTRIDGES
GAMES AND MINTS

DBZ Legend \$59
Ninja Master \$59
Art of Fighting 3 \$59
Samurai 4 \$59
Metal Slug \$59
Psi Ball Special \$59
SAMURAI SHODOWN V

We carry posters, T-Shirts, Novelties, wall scrolls, and game music CD

DBZ Legend \$59
Ninja Master \$59
Art of Fighting 3 \$59

Samurai 4 \$59
Metal Slug \$59
Psi Ball Special \$59
SAMURAI SHODOWN V

"Neo CD \$39 with game of your choice.
Get \$5 off with purchase of 2nd Neo CD games

WE CARRY NEO GEO
WIDEVISION ATARI & GAMES
CALL FOR LIST OF CARTRIDGES
GAMES AND MINTS

DBZ Legend \$59
Ninja Master \$59
Art of Fighting 3 \$59
Samurai 4 \$59
Metal Slug \$59
Psi Ball Special \$59
SAMURAI SHODOWN V

We carry posters, T-Shirts, Novelties, wall scrolls, and game music CD

DBZ Legend \$59
Ninja Master \$59
Art of Fighting 3 \$59

Samurai 4 \$59
Metal Slug \$59
Psi Ball Special \$59
SAMURAI SHODOWN V

"Neo CD \$39 with game of your choice.
Get \$5 off with purchase of 2nd Neo CD games

WE CARRY NEO GEO
WIDEVISION ATARI & GAMES
CALL FOR LIST OF CARTRIDGES
GAMES AND MINTS

DBZ Legend \$59
Ninja Master \$59
Art of Fighting 3 \$59
Samurai 4 \$59
Metal Slug \$59
Psi Ball Special \$59
SAMURAI SHODOWN V

We carry posters, T-Shirts, Novelties, wall scrolls, and game music CD

DBZ Legend \$59
Ninja Master \$59
Art of Fighting 3 \$59

Samurai 4 \$59
Metal Slug \$59
Psi Ball Special \$59
SAMURAI SHODOWN V

"Neo CD \$39 with game of your choice.
Get \$5 off with purchase of 2nd Neo CD games

WE CARRY NEO GEO
WIDEVISION ATARI & GAMES
CALL FOR LIST OF CARTRIDGES
GAMES AND MINTS

DBZ Legend \$59
Ninja Master \$59
Art of Fighting 3 \$59
Samurai 4 \$59
Metal Slug \$59
Psi Ball Special \$59
SAMURAI SHODOWN V

We carry posters, T-Shirts, Novelties, wall scrolls, and game music CD

DBZ Legend \$59
Ninja Master \$59
Art of Fighting 3 \$59

Samurai 4 \$59
Metal Slug \$59
Psi Ball Special \$59
SAMURAI SHODOWN V

"Neo CD \$39 with game of your choice.
Get \$5 off with purchase of 2nd Neo CD games

WE CARRY NEO GEO
WIDEVISION ATARI & GAMES
CALL FOR LIST OF CARTRIDGES
GAMES AND MINTS

DBZ Legend \$59
Ninja Master \$59
Art of Fighting 3 \$59
Samurai 4 \$59
Metal Slug \$59
Psi Ball Special \$59
SAMURAI SHODOWN V

We carry posters, T-Shirts, Novelties, wall scrolls, and game music CD

DBZ Legend \$59
Ninja Master \$59
Art of Fighting 3 \$59

Samurai 4 \$59
Metal Slug \$59
Psi Ball Special \$59
SAMURAI SHODOWN V

"Neo CD \$39 with game of your choice.
Get \$5 off with purchase of 2nd Neo CD games

WE CARRY NEO GEO
WIDEVISION ATARI & GAMES
CALL FOR LIST OF CARTRIDGES
GAMES AND MINTS

DBZ Legend \$59
Ninja Master \$59
Art of Fighting 3 \$59
Samurai 4 \$59
Metal Slug \$59
Psi Ball Special \$59
SAMURAI SHODOWN V

We carry posters, T-Shirts, Novelties, wall scrolls, and game music CD

DBZ Legend \$59
Ninja Master \$59
Art of Fighting 3 \$59

Samurai 4 \$59
Metal Slug \$59
Psi Ball Special \$59
SAMURAI SHODOWN V

"Neo CD \$39 with game of your choice.
Get \$5 off with purchase of 2nd Neo CD games

WE CARRY NEO GEO
WIDEVISION ATARI & GAMES
CALL FOR LIST OF CARTRIDGES
GAMES AND MINTS

DBZ Legend \$59
Ninja Master \$59
Art of Fighting 3 \$59
Samurai 4 \$59
Metal Slug \$59
Psi Ball Special \$59
SAMURAI SHODOWN V

We carry posters, T-Shirts, Novelties, wall scrolls, and game music CD

DBZ Legend \$59
Ninja Master \$59
Art of Fighting 3 \$59

Samurai 4 \$59
Metal Slug \$59
Psi Ball Special \$59
SAMURAI SHODOWN V

"Neo CD \$39 with game of your choice.
Get \$5 off with purchase of 2nd Neo CD games

WE CARRY NEO GEO
WIDEVISION ATARI & GAMES
CALL FOR LIST OF CARTRIDGES
GAMES AND MINTS

DBZ Legend \$59
Ninja Master \$59
Art of Fighting 3 \$59
Samurai 4 \$59
Metal Slug \$59
Psi Ball Special \$59
SAMURAI SHODOWN V

We carry posters, T-Shirts, Novelties, wall scrolls, and game music CD

DBZ Legend \$59
Ninja Master \$59
Art of Fighting 3 \$59

Samurai 4 \$59
Metal Slug \$59
Psi Ball Special \$59
SAMURAI SHODOWN V

"Neo CD \$39 with game of your choice.
Get \$5 off with purchase of 2nd Neo CD games

WE CARRY NEO GEO
WIDEVISION ATARI & GAMES
CALL FOR LIST OF CARTRIDGES
GAMES AND MINTS

DBZ Legend \$59
Ninja Master \$59
Art of Fighting 3 \$59
Samurai 4 \$59
Metal Slug \$59
Psi Ball Special \$59
SAMURAI SHODOWN V

We carry posters, T-Shirts, Novelties, wall scrolls, and game music CD

DBZ Legend \$59
Ninja Master \$59
Art of Fighting 3 \$59

Samurai 4 \$59
Metal Slug \$59
Psi Ball Special \$59
SAMURAI SHODOWN V

"Neo CD \$39 with game of your choice.
Get \$5 off with purchase of 2nd Neo CD games

WE CARRY NEO GEO
WIDEVISION ATARI & GAMES
CALL FOR LIST OF CARTRIDGES
GAMES AND MINTS

DBZ Legend \$59
Ninja Master \$59
Art of Fighting 3 \$59
Samurai 4 \$59
Metal Slug \$59
Psi Ball Special \$59
SAMURAI SHODOWN V

We carry posters, T-Shirts, Novelties, wall scrolls, and game music CD

DBZ Legend \$59
Ninja Master \$59
Art

ORDER HOTLINE

1-800-222-0001
NEW RELEASES & UPCOMING TITLES

Reach us
online at:

www.gexpress.com

US Nintendo 64 Titles

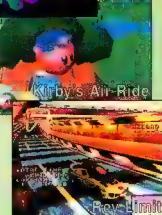
Clay Fighter 33 1/3
Dark Rift
Halo
Int. Superstar Soccer
Mission Impossible
StarFox 64
War Gods
Fl Pole Position
Lamborghini
Robotron X 64
Top Gear Rally
Golden Eye 007
Robotech
Tetrisphere
Bomberman 64
Blade & Barrel

Nintendo 64 Titles

Blade & Barrel
Body Harvest
Buggie Boogie
Dual Heroes
Go Home Builders
Goonmen 5
Holy Magic Century
Kirby's Air Ride
Mother 3
Rev Limit
Robotech
Sonic Wings
Sumo 64
Yoshi's Island 64
Zelda 64
VR Golf



N64



Kirby's Air Ride



Final Fantasy 7
Castlevania

US PlayStation Titles

Ninja
QAD
Colderz
Dungeons & Dragons Coll.
GT Football
Red Asphalt
Treasures of the Deep
Spawn
Tobal No.2
Final Fantasy 7
Metal Gear Solid
Castlevania X
Bushido Blade
Critical Depth
NHL Breakaway 98
Abe's Adventure



Fighting Force



Wild 9

U.S. Saturn Titles

Magic Knights
Duke Nukem 3D
Legend Football 97
NHL
VR Baseball
VR Pool
Dragons Lair 2
Lunar
Quake
Resident Evil
Shrek
Capcom Collection
QB Club 98
Fighting Force
Wild 9
Virtual Pool



SEGA SATURN

Grandia



IMPORTS

Saturn Titles

XMen vs. S.F.
Fake Down
D-XHird
Macross
Wakfu 7
Last Bronx
Thunder Force
Virus
Anarchy in the Nippon
Langrisser IV
Bulkslaer
Grandia
Groove on Flight
Shiekryu
Lunar Magical School

XMen vs. SF

Call To Reserve Your GAMES NOW!!!

COLLECTABLE

Call for availability on **ITEMS**

Keychains Many Figures available
including Tekken 2, Final Fantasy VII,
Virtua Fighters (7 pc.) \$19.99 set, Tobal No.1
(6 pc.) \$19.99 set

Tekken 2 (Set A or B) \$24.99 set;

Metal K. Ray & Polite Figures \$19.99 ea.

Tekkaman, Salammon, DBZ Rama 1/2

\$14.99 ea.

Color- Black & White

Size- Sm, Lg, XL

Designs - Assorted Designs

Capscom Illustration Book: \$39.99

Call for availability on **ITEMS**

Call for availability on **ITEMS</**



Video Game Retailer, Wholesaler, Dealer, Chainstores Only
Fax (305) 668-0142
We Ship UPS • FedEx • DHL

All fax inquiries get same-day service

- Lowest Price
- Best Service

War Gods



War Gods

From Midway, the creators of *World Karate*, comes their most ambitious title to date! *War Gods* features lightning-paced, MK-style gameplay in detailed, 3D polygonal environments, with ten of the most bloodthirsty, power-crazed warriors ever to appear in a videogame. Add to that true 3D control and ultra-bloody fatalities and you've got a game that's destined for success.



War Gods® ©1996 Midway Games Inc. War Gods, Midway, and the Midway logo are registered trademarks of Midway Games Inc. All rights reserved. War Gods, Midway, and the Midway logo are registered trademarks of Midway Games Inc. All rights reserved.

Midway Games

Distributed under license by Midway Home Entertainment Inc. N64 ve

Fax: (305) 668-0142 • 10 minutes away from Miami International Airport



Check out our web site!
www.gamefan.com

The Mail

Visit the GameFan Online Mall for Great Deals from these advertisers

Call us for all those hard to find older titles. Call or visit our web site for the latest releases



We match our Competitor's Prices
Complete line of hardware, software and accessories

We Specialize in Express Mail Order

We have locations throughout Southern California, call for the store nearest you



Pre-book your Copy of StarFox 64 NOW!

International Orders welcome check out our new website: www.gamescape.org (hassle free online ordering) hours m-sat 10-8 sun 11-6 pst.

- Speak to our friendly and knowledgeable Game Advisors
- Check out our new ad in the August issue of GameFan (it's bigger & better!)
- We carry all import & domestic titles
- COOs welcome

For information 714-986-1050
Order Only line 800-200-5422

All Major Credit Cards Accepted



\$200
OFF
Any Preordered
Game!

Specializing in Nintendo 64, Sony PlayStation, Sega Saturn, Super NES, Sega



Check out our web site for current inventory of games. Updated daily

www.cart-mart.com

We want your used games, credit or cash!
New releases at great prices.

Visit our retail location at: 2129 Wiley Blvd. SW, Cedar Rapids, IA 52404

(319)296-3046

Buy, Sell and Trade New and used Video Games, Systems, and Accessories

GameDude
"Your best source for Rare and Hard To Find Games!"

- We have a huge selection of all types of games, from the 8-bit NES to N64!
- New & Used—We buy Games
- Try before you buy at our retail location
- Excellent service
- Low Prices
- We also buy & sell CD-roms for PC & Mac

Give us a call!!!

12104 Sherman Way, North Hollywood, CA 91605
Tel: (818)764-2442 • Fax (818)764-4851
Business hours Mon-Sun 11am-7pm PST
www.gamedude.com/gamedude



Specializing in Nintendo 64, Sony PlayStation, Sega Saturn, Super NES, Sega



Visit our retail location at: 2129 Wiley Blvd. SW, Cedar Rapids, IA 52404

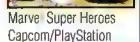
(319)296-3046

Buy, Sell and Trade New and used Video Games, Systems, and Accessories

Corner Distributors

V i d e o G a m e D i s t r i b u t o r s

Wholesale Inquiries Only



Marvel Super Heroes Capcom/PlayStation

The Best Sales Force in the Industry!

We carry all domestic & import games, accessories, peripherals.

You name it we got it!

Receive your order within 3 days, anywhere in the country—**GUARANTEED!**
(you pay only ground rates)

Ask for Todd, Rudy, John & Little Gary, our gaming experts.

Call Toll Free

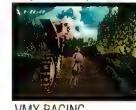
Dealers
Only
please

800-966-0852

For international orders call: 718-881-7800, Fax us: 718-881-7959



TOP GEAR RALLY
Playmates/PlayStation



Clayfighter 63 1/3
Interplay/N64



VMX RACING
Playmates/PlayStation



RAYSTORM
Working Designs/PS

We'll Pay You To Buy The Shirt Off Our Back!

All you pay is...

\$2 95
Plus S&H

Here's the deal... you can purchase this great heavy-weight cotton T-shirt with full color silk-screened artwork of your favorite Virtua Fighter characters for next to nothing. Well, actually, less than nothing when you think about it. Pay only \$2.95 plus S&H and we will mail you the T-Shirt plus a \$10. Game Cave Gift Certificate Good towards your next purchase of \$100 or more. Buy games, Videos, Resin Kits, Wall Scrolls, anything, even more T-shirts.

This Is Not A Mistake!

Get the T-Shirt & Get \$10 Off Cool Game Cave Stuff, But Get It Fast! Offer While Supplies Last.

GAME CAVE

Open 7-Days A Week Monday thru Friday 8am - 7pm Saturday & Sunday 8am - 5pm PST Visit Our Web Site: www.gamecave.com

SPECIALS ARE LIMITED TO STOCK ON HAND, AND IN MOST CASES QUANTITIES ARE LIMITED. ARTWORK COPYRIGHT THEIR RESPECTIVE COMPANIES. ALL INFORMATION PROVIDED IS FROM THE MANUFACTURER AND IS FOR USE WITH COMPATIBLE WITH NEWER SYSTEMS. COMBINE SHIPPING AND HANDLING ARE EXTRA CALL FOR CURRENT PRICES. PRICES ARE SUBJECT TO CHANGE WITHOUT NOTICE. RETURNS ARE SUBJECT TO A RE-STOCK FEE.

INFO LINE 1-818/930-1300

Call Toll Free, For Orders only: 1-888/GameCave

GF007



VISA



MasterCard

GAME CAVE

Everything for the gaming enthusiast



Game Cave is the first ever full-scale import game and related merchandise center. You'll find the latest import games for the Sony PlayStation, Sega Saturn and Nintendo 64, a complete line of domestic games, resin kits, related toys, game music, wall scrolls, apparel, anime, and peripherals all under one roof. When you call Game Cave, you'll be greeted by one of our many expert sales people eager to assist you with your needs. Leave those busy signals behind! Our state-of-the-art phone system assures unparalleled customer service. Our goal is your satisfaction, each and every time you call. Bottom line: We want your business! Call Game Cave today!



Game Cave's Company of the Month

CAPCOM®

Game Cave has chosen Capcom as "The Company of the Month". Few companies in our industry have established themselves with enough clout to be considered a household name. Capcom is without a doubt, one of the few! With the *Street Fighter* series selling well over 100,000,000 copies, as well as the creation of one of the most popular mascots in Japan (*Rockman/MegaMan*), we truly feel that Capcom deserves the attention. Call now to order any of Game Cave's awesome Capcom products!



WE CARRY BOTH ROCKMAN X AND
ROCKMAN 8 FIGURES \$24.95 EACH



CYBERBOTS SATURN \$69.95



VAMPIRE
HUNTER
THE
ANIME
\$69.95



BREATH OF FIRE II
ORIGINAL MUSIC CD \$14.95



X-MEN VS STREET FIGHTER
SATURN \$59.95



MARVEL SUPER HEROES:
PLAYSTATION/SATURN
PSX \$69.95 SAT \$64.95



STREET FIGHTER ANIME MOVIE
VOL 1 MUSIC CD \$39.95



X2: PLAYSTATION/SATURN PSX
\$74.95 SAT \$69.95



CAPCOM
ILLUSTRATIONS
ARTBOOK
\$34.95



BIO HAZARD ORIGINAL
MUSIC CD \$19.95



STREET
FIGHTER
ANIME
MOVIE VOL
2 MUSIC CD
\$39.95

StarFox 64



StarFox 64 Everything you could hope for in an 64-bit StarFox. Stunning graphics and awesome gameplay Miyamoto scores again! \$79.95

Goemon 5



Goemon 5 The mystical ninja returns with friends, in what may be the wackiest Nintendo 64 title yet. Goemon in a 3D polygonal world, what the heck else could you ask for? \$97.95

Sonic Wings



Sonic Wings ASSAULT Video Systems amazing Sonic Wings overhead shooter series has hit both the NeoGeo and Saturn thus far. Nothing can prepare you for the arrival of this Nintendo 64 assault! \$97.95

Nintendo Video Games



MULTI RACING CHAMPIONSHIP 3D rally style racing brought to your home in 64-bit glory. Off road in style! \$97.95



BOMBERMAN 64 The little bomber that brought us all hours of addictive bomb-blasting mayhem, enters a new 3D world this summer. 4 players at a time! Oh my God! \$59.95



POWERFUL PRO BASEBALL Remake of the ever popular baseball series comes to the Nintendo 64. Realistic gameplay with super deformed characters! \$89.95



KIRBY'S AIR RIDE Absolutely Kirby finally hits the 64 with an absolute kaleidoscope of 3D fun! 4 players at a time! Multiple courses and four player simultaneous! \$89.95



VIRTUAL PRO WRESTLING ULTRA BATTLE ROYAL 64 There have been tons of wrestling games for many different formats but finally the best of the bunch has arrived. Prepare yourself! \$99.95



BLADE AND BARREL The first 3D shooter for the N64 is total player carnage. Apocalypse Now revisited on the Nintendo 64. KILL! CALL!

Game & Controller

Yuke Yuke Trouble Maker

IMPORT

Enix and Treasure bring you an animated 2D world beyond any SG1 wonder! \$93.95
SPECIAL: Yuke Yuke Trouble Maker with N64 color controller of your choice! \$119.95



GOLDENEYE Rare takes the corridor genre to the next level with this 3D spectacular. Prepare to be amazed. CALL!



J-LEAGUE SOCCER Absolutely the best soccer game on any system ever available. 17,000 animations for 256 Japanese players. SCOOOOORE! \$99.95



ZELDA 64 Do you own a Nintendo 64 system? Have you not ordered Zelda 64 yet? Have you lost your mind?



DORAEMON Based on one of Japan's most lovable anime characters comes a Mario-esque 3D action game. Choose from 1 of 5 different characters! \$89.95

REV LIMIT The most frequently asked about Nintendo 64 title yet!!!! Order yours now!!!!!! CALL!

DUAL HEROES Hudson takes time away from Bomberman to bring to you this visually spectacular polygonal fighter. CALL!

MISSION IMPOSSIBLE Coming to an N64 near you. The recreation of the blockbuster movie, literally CALL!

YOSHIS ISLAND We have all followed Yoshi through his many adventures, but nothing could ever prepare us for what we are about to witness. \$97.95

Game & Music CD Pkg.

Romancing Saga 3

IMPORT

Wendy Tale CD \$34.95

CREATION OF HEAVEN AND EARTH Tench Sozo is one of the most sought after RPGs in years. Live the magic now, only at Game Cave! \$49.95

Secret of Mana 3 One of the top selling SFAM RPG series of all time with musical score included. \$89.95

WILD CHOPPERS Desert Strike, N64 style! Rumble pack compatible military action! Explosive! \$97.95

BLAST CORPS We have all waited to see what mobile cyborgs in massive vehicles of destruction, right? Here is your chance! \$59.95

ROMANCING SAGA 3 SPECIAL SFAM -The prelude to Square's up and coming epic RPG Saga Frontier. \$49.95
SPECIAL: Romancing Saga 3 with Romancing Saga 3 Windy Tale music CD \$84.95

INFO LINE 1-818/930-1300

STAR OCEAN The last Enix title produced on a 16-bit system. 32 megs of pure equalized sound and detailed hand drawn graphics. \$94.95

RANMA 1/2 #3 The final Ranma title released on a 16 bit system was a hit. Buy it now at the Cave before it is extinct! \$64.95

TALES OF PHANTASIA Namco's first and only RPG, with one of the most interesting battle systems ever devised! \$79.95

DRAGON QUEST 3 Considered one of the most highly regarded RPGs in Japan, reprinted to perfection ENJOY! \$74.95

Open 7-Days A Week Monday thru Friday 8am - 7pm Saturday & Sunday 9am - 5pm PST Visit Our Web Site: www.gamecave.com

ITEMS ARE LIMITED TO STOCK ON HAND, AND IN MOST CASES QUANTITIES ARE LIMITED. ARTWORK, COPYRIGHT THEIR RESPECTIVE COMPANIES. ALL RIGHTS RESERVED. IMPORT PLAYSTATION AND SATURN GAMES ARE NOT COMPATIBLE WITH NEWER SYSTEMS. CALL FOR INFO. SHIPPING AND HANDLING ARE EXTRA. CALL FOR CURRENT RATES. FEES FOR AIR MAIL ARE SUBJECT TO CHANGE WITHOUT NOTICE. RETURNS ARE SUBJECT TO A 15% FEES.

INFO LINE 1-818/930-1300

Call Toll Free, For Orders Only: 1-888/GameCave

GF007



STREET FIGHTER EX



From the creator of the original SF2 comes Capcom's first ever 3D fighter, featuring arcade perfect graphics and all new PS-exclusive features. Characters include Dhalsim and Sakura. \$74.95



FINAL FANTASY TACTICS



Mix Quest, masters of the Ogre Battle series with Square. The result? The best strategy RPG ever! Final Fantasy Tactics. You simply have to give respect to this one. \$74.95



With a history of 24 games under his belt, you'd thought Capcom's metallic mascot couldn't possibly have any more surprises under his sleeve. THINK AGAIN!!! \$79.95

PlayStation Software



TIME CRISIS 2 The game that killed Virtua Cop 2. With multiple paths and an new PS exclusive story mode, the home version of this game is a must-have title. CALL!



BUSHIDO BLADE SquareSoft, the masters of innovation, do it again with the most unique fighting game ever created. \$74.95



FF7 Why wait 'till November 15th for the English version? Live the experience now! Game Cave FF7 comes with translation and walkthrough NO EXTRA CHARGE. \$77.95



ALUN德拉 In the quest for the ultimate Action/RPG come Alundra. From the creators of the original LandStalker, this title is a miracle. \$79.95



METAL GEAR The most anticipated PS title in recent memory. Metal Gear has arrived with a horn of vengeance. CALL!



RECIPROCYCLE 5000 Imagine Road Rash in the air. Choose from a variety of bi-planes and haul ass through city and mountain scapes galore. \$74.95

Game & Music GD Pak **TOBAL 2 SPECIAL!**

Over 220 playable characters! \$79.95



BREATH OF FIRE 3 Capcom is about to astound us all once again. After viewing of an early prototype of this title the Cave staff is still wondering if things can get any better than it's



ARC THE LAD 2 Part 1 or 2 will never see a US release. Experience the best SCE RPG next to Wild Arms. Comes with free training. \$64.95



GHOST IN THE SHELL Sony's on a roll. Arc the Lad, Poplockers, Alundra, and now "Ghost". If you loved the anime, you'll love the game. \$69.95



PANZER BANDIT Banpresto nails it again with this incredible side scroll action fighter. Coming soon!!! \$79.95



RANMA 1/2 Until N64 throws down a Ranma title, it won't get any better than this. Ranma 1/2 Renaissance is awesome, whether you're a fan or not. \$69.95



TALES OF DESTINY Fashioned after the unbelieveable Tales of Phantasia for SFC comes Destiny. Absolute RPG heaven. \$74.95

Game & Music GD Pak **FRONT MISSION**

ACE COMBAT 2 16 different aircraft, over 30 different stages, pumping surround sound and human targets. Buckle up, Maverick! \$79.95



ZERO DIVIDE 2 Introducing the playfield's largest armada and the most pumping tunes make Zero 2 the best mech I fighter next to Cyberbots. \$79.95



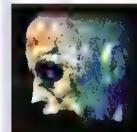
EVIL CASTLE DRACULA X Dracula returns bringing a new era of 2D adventure. Take on the Master like game design. It's a given if you're a serious gamer you must own this game. \$79.95

FRONT MISSION ALTERNATIVE IMPORT PLAYSTATIN SPECIAL
Front Mission on the Playstatin! Front Mission 32 bit? Well, it's simple, the best strategy game of all time has a true sequel. SquareSoft, you rule! Yes you do. \$79.95
SPECIAL Front Mission Alternative Import PSX with Front Mission original CD \$94.95

GAME CAVE

Everything for the gaming enthusiast!

SPECIALS ARE LIMITED TO STOCK ON HAND, AND IN MOST CASES QUANTITIES ARE LIMITED. ARTWORK COPYRIGHT THEIR RESPECTIVE COMPANIES. ALL RIGHTS RESERVED. IMPORT PLAYSTATIN AND SATURN GAMES ARE NOT COMPATIBLE WITH NEWER SYSTEMS. CALL FOR INFO, SHIPPING AND HANDLING ARE EXTRA. CALL FOR CURRENT PRICES. PRICES ARE SUBJECT TO CHANGE WITHOUT NOTICE. RETURNS ARE SUBJECT TO A RE-STOCK FEE.



Saturn owners, your day has come! One of the most terrifying games ever created is now available on your Saturn, with all the flesh-eating, blood-spilling fun of the original \$69.95



Pure lighting beauty, polygon style Hi-res, 60fps with true 3D backgrounds. Last Bronx is a landmark title for Saturn. A sure purchase \$69.95



Finally Capcom's fighting masterpiece comes to the Saturn. All the insane combos and 2D splendor of the coin-op are reproduced in style. Ram Cart compatible \$69.95

Sega Saturn Software



D-XHARD 1 As Sylver's got Takara's al-new 3D fighting masterpiece 3D movement, a polished combo system and gothic theme all make D-XHARD essential \$69.95



LANGRISSER 4 Langrisser 3 on Saturn is a real cult following. If you missed Part 3, don't worry. Part 4 will fill the void nicely. \$69.95



LUNAR MAGICAL SCHOOL From the world of Lunar comes yet another RPG extravaganza. Lunar fans rejoice! CALL!



KING OF FIGHTERS '96 With more fighters than any other 2D fighter and custom team edit, KOF 96 is a must-own title. \$59.95



WAKU WAKU 7 Sunsoft steals the show with this one. Unparalleled animation and gadgetry gags galore \$69.95



RABBIT Comical fighters seem to be gaining popularity. Nin, Kuk, Waku Waku 7, and now Rabbit. Rabbit combines the antics of Waku and classics like Kabuki Kashi in one juicy package. \$64.95



SHINING THE HOLY RAKU The genius individuals at Sonic Team Planning set out to create the ultimate 3D corridor RPG. And they did. \$64.95



Willy Wombat This looks like a NGP game, what's going on? 3D action fans must own this title. Thanks to Susumu Matsunaga for the artwork. \$64.95



SKULL FANG Choose from 4 different pilots in the most amazing rendered overhead shooter to date. \$69.95



FAKE DOWN Enter a 3D action world brought to you by the creators of the most highly regarded animated film in Japan, Akira. CALL!



ANARCHY IN THE NIPPON Developed by the top 4 Virtua Fighter players in Japan. 3D polygon fighting created by the masters of the sport. \$69.95



WONDER 3 A perfect conversion of Capcom's cult three-games-in-one coin-op. An essential purchase. \$69.95



SHIENRYU The best Japanese com-op overhead shooter to reach a home console thus far. Shooter freaks prepare for a trip. \$69.95



DRAGON BALL Z LEGENDS In your idle time until the release of Dragon Ball Z GT, why not give the next best thing a shot. Millions have. \$64.95



THUNDER FORCE V Polygon-rendered, multi-layer parallax, vertical planing, multi-directional shooting joy. Thunder Force fans rejoice. \$69.95



TIME BOKAHAN 2D overhead shooters with that cutest Parodius-esque look are few and far between. \$64.95



MARIA This Christmas a visitor is coming. Be warned, Maria has over 4 different personalities PREBOOK NOW!



PULSTAR If you own a Neo CD and don't have it, there's something wrong with you. This is the best game ever and has yet to be beaten on any system. PERIOD!! \$84.95



BREAKERS Visco and SNK team up once again to give all fighting addicts their latest fix. CALL!



FATAL FURY REAL BOUT SPECIAL The return of the Bogard family and friends is absolute insanity. Enhanced backdrops and added character selection make this a winner. \$69.95



SAMURAI SHODOWN 4 An absolute @#%\$@# blood bath. All followers of the Samurai series must own this 4th installment. \$54.95



Open 7 Days A Week, Monday thru Friday 8am-7pm, Saturday & Sunday 8am-5pm PST

GF007 Info Line: 1-818/930-1300

Visit Our Web Site: <http://www.gamecave.com> Call Toll Free, For Orders Only: 1-888/GameCave

Anime

**ATTENTION MANGA FREAKS
AND INDUSTRY ENTHUSIASTS!**
\$4.95 ANIME!

Game Cave carries a vast collection of all the new and classic anime titles. Add some bulk to your collection with the purchase of any of our amazing films. Buy any 3 anime titles and receive any other title for just \$4.95. (Imports excluded)



PEACOCK KING
VOLUME 1
\$24.95



EVANGELION
GENESIS 0:5
\$14.95



MACROSS PLUS
THE MOVIE
\$24.95



SUKIDEN:
DEMON CENTURY
\$24.95



YOTODEN:
Chronicle of the
Warlord Period
\$24.95



SUPER ATRAGON
\$24.95



KIMERA
\$29.95



DARKSIDE BLUES
\$24.95



THE REVENGE OF
THE DEMON BEAST
\$24.95



PLASTIC LITTLE
\$16.95



CUTEY HONEY
VOLUME 4
\$24.95



BURN UP W
VOLUME 3
\$19.95

THE ANIME EXPERIENCE!

Game Cave's huge anime library is stock full of all the top titles. If it's released, we have it. Ask about our same series special. Buy any two anime from the same series and receive \$3.00 off your purchase.

Music

Buy any two SquareSoft music CDs and receive \$5.00 off your order

Game Cave carries a large line of import anime and game related original and arranged music CDs, for the true "I must have everything" industry addict. CDs range from \$19.95 - \$64.95

Buy any two SquareSoft music CDs and receive \$5.00 off your order. Restrictions apply.



FINAL FANTASY
1987-1994
\$29.95



PERSONA ORIGINAL
\$44.95



DRACULA X ORIGINAL
\$34.95



BIO HAZARD
ORIGINAL \$19.95



FINAL FANTASY VII
4 CD SET \$59.95



LUNAR
Eternal Blue \$19.95



CHRONO TRIGGER 3
CD SET \$34.95



CHRONO TRIGGER :
Brink of Time \$24.95



SAMURAI SHOWDOWN
2 CD SET \$44.95



FINAL FANTASY II
Celtic Moon
\$29.95



Final Fantasy V
Original 2 Disc \$49.95



Final Fantasy Symphonic
Suite \$39.95



STREET FIGHTER
Volume 1 \$39.95



FINAL FANTASY VI
3 CD SET \$54.95



Y'S SYMPHONY 95
\$19.95

Surround yourself with insane anime and game related wall scrolls! Complete your favorite series collection. Game Cave carries multiple scrolls from your favorite series. ENJOY! ALL SCROLLS \$19.95 each



GUNSMITH CATS
\$39.95



DRAGON BALL Z
new kids design
\$39.95



OH MY GODDESS
\$39.95



EVANGELION
2nd Impression
\$19.95



EVANGELION
Duet Design
\$19.95

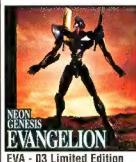


MACROSS PLUS
\$19.95

Special Items

EVANGELION PLASTIC MODEL KITS

Very few anime ever reach the caliber of excellence to be considered a classic. Evangelion is one of them. Celebrate the following with the most impressive plastic model kits ever released. High grade engineering, full color, fully poseable with weapons, power source devices, Eva pilots and one extra character. HG Large Eva kits (10") Small Eva kits (6")



EVA - 03 Limited Edition
large \$29.95



EVA - 01 Ultra Limited Ed.
large \$39.95



BARDIEL 13th Angel
large \$29.95



ZERUEL 14th Angel
large \$14.95



EVA - 00 Yellow Limited Ed.
large \$29.95



EVA - 02 Limited Edition
large \$29.95



EVA - 01 Limited Edition
large \$29.95



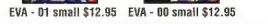
EVA - 03
small \$12.95



EVA - 00 Blue Limited Ed.
large \$29.95



EVA - 01 small \$12.95



EVA - 00 small \$12.95

GAME CAVE
Everything for the gaming enthusiast!

SPECIALS ARE LIMITED TO STOCK ON HAND, AND IN MOST CASES QUANTITIES ARE LIMITED. ARTWORK COPYRIGHT THEIR RESPECTIVE COMPANIES. ALL RIGHTS RESERVED. IMPORT PLAYSTATION AND SATURN GAMES ARE NOT COMPATIBLE WITH NEWER SYSTEMS. CALL FOR INFO. SHIPPING AND HANDLING ARE EXTRA. CALL FOR CURRENT PRICES. PRICES ARE SUBJECT TO CHANGE WITHOUT NOTICE. RETURNS ARE SUBJECT TO A RE-STOCK FEE.



ART BOOKS INTERNATIONAL FEATURE:
SNK ILLUSTRATIONS ART BOOK NEW EDITION: \$39.95 Enjoy the eloquent art of SNK in this amazing 193 page art book saturated with tons of masterful artwork from all your favorite SNK games.



COLLECTOR CARD FANS
DRAGON QUEST III LIMITED EDITION BOX SET
BOX SET (150 CARDS) \$34.95
CARD PACKS (10 CARDS) \$2.95
FINAL FANTASY VII LIMITED EDITION BOX SET : BOX SET (150 CARDS) \$54.95
CARD PACKS (10 CARDS) \$4.95
SAKURA WARS LIMITED EDITION BOX SET
BOX SET (150 CARDS) \$49.95
CARD PACKS (10 CARDS) \$3.95



NEO-GEO CDZ STARTER PACK

Start off your new mega system right with Game Cave's special starter CDZ package. Includes NeoGeo CDZ system with Fatal Fury Real Bout special pack-in, and King of Fighters '96 laminated poster. \$39.95



MACROSS MANIA

Macross 7 Fire Valkyrie action figure (15 inches tall)	\$84.95
Macross 7 Fire Valkyrie wallscroll (4' X 3 1/2")	\$24.95
Macross Plus playing cards	\$9.95



SUPER MARIO
NINTENDO 64
T-SHIRT SPECIAL
\$9.95 EACH!



HOST IN THE SHELL MERCHANDISE

Ghost In The Shell Wallscroll "New Design"	\$19.95
Ghost In The Shell Wallscroll "Original"	\$16.95
Ghost In The Shell Original Music CD	\$16.95
Ghost In The Shell Anime	\$16.95



WALLSCROLL PICKS OF THE MONTH

Mobile Suit Gundam Two Tone Wallscroll (4 1/4" X 3 1/2")	\$19.95
Record Of Lodoss War Special Wallscroll (4 1/4" X 3 1/4")	\$19.95
Urusei Yatsura Lum Antique Diner Shot (4 1/4" X 3 1/4")	\$24.95



NEW ANIME T-SHIRTS

ALL ANIME T-SHIRTS \$12.95
ALL SHIRTS AVAILABLE IN MEDIUM / LARGE / AND X-TRA LARGE
Ghost In The Shell • Sailor Moon S • Dragon Ball Z • Tenchi Muyo • Ranma 1/2 • Akira



GAME CAVE'S CD PICKS OF THE MONTH:
 Ambivalence \$24.95
 Elementalyors \$19.95
 "X" motion picture soundtrack \$19.95
 Final Fantasy: Phantasmagoria \$19.95

Welcome to a gamer's dream come true! INTRODUCING: THE GAME CAVE SHOWROOM/RETAIL STORE



GAME CAVE 421 E. HUNTINGTON DR. MONROVIA CA. 91016

Come visit us seven days a week!!!



SNK FIGHTERS SPECIAL

King of Fighters '96 Import Saturn with King of Fighters '96 original music CD	\$84.95
King of Fighters '96 import PlayStation with King of Fighters '96 original music CD	\$84.95

\$84.95

\$84.95

FREE OFFER!
JOIN THE GAME CAVE CLUB!
FOR A FREE MEMBERSHIP FILL OUT THIS FORM AND
SEND IT IN! YOU'LL RECEIVE...
 • A \$10.00 OFF MAIL-IN COUPON
 • A GAME CAVE CATALOG, AND MORE!

NAME & AGE _____

ADDRESS _____

CITY _____

STATE & ZIP _____

PHONE # () _____

E-MAIL ADDRESS _____

MAIL TO: GAME CAVE 421 E. HUNTINGTON DR. MONROVIA CA. 91016

Visit Our Web Site!

WWW.gamecave.com

Register to win a

FREE GXTV Monitor

- Order Online
- Online Catalog
- Internet Only Specials

Drawing held bi-monthly, winner notified by mail. See site for details.

MF007

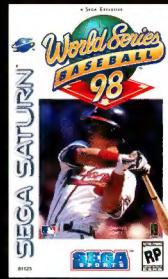


Info Line: 1-818/930-1300

Visit Our Web Site: <http://www.gamecave.com> Call Toll Free, For Orders only: 1-888/GameCave

Open 7 Days A Week, Monday thru Friday 8am-7pm. Saturday & Sunday 8am-5pm PST

Juiced.



The most authentic game ever now has a lot more pop. Coming to  July '97.



Sega is registered in the U.S. Patent and Trademark office. Sega Saturn and Sega Sports are trademarks of SEGA. The World Series is a trademark owned by Major League Baseball and may not be reproduced without written consent. Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. Officially Licensed by Major League Baseball Players Association MLBPA. www.majorleaguebaseball.com ©1997 SEGA, P.O. Box 8097, Redwood City, CA 94063. Made and printed in the USA. All rights reserved. www.sega.com

Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

**People interested in helping out in any capacity,
please visit us at retromags.com.**

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!